3 GREAT GUIDES

NGC MAGAZINE PRESENTS

resident evil®

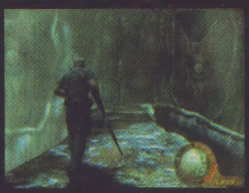
SURVIVAL HANDBOOK

ESSENTIAL RESI TIPS AND TRIVIA

KILLER WALKTHROUGHS FOR RESIDENT EVIL, RESI 0 AND RESI 4

KILL ZOMBIES!

KILL LEECHES!



KILL PEASANTS!

RESIDENT EVIL
SURVIVAL HANDBOOK

Stuck on *Resident Evil 4*? Want to know about the lost Resi game that was never released? You need to read this free Survival Handbook. Not only does it include walkthroughs for *Resident Evil, Resi 0* and *Resi 4*, but it also features the most comprehensive and (let's face it) geeky guide to the series. Turn the page for the most obscure Resi facts ever...

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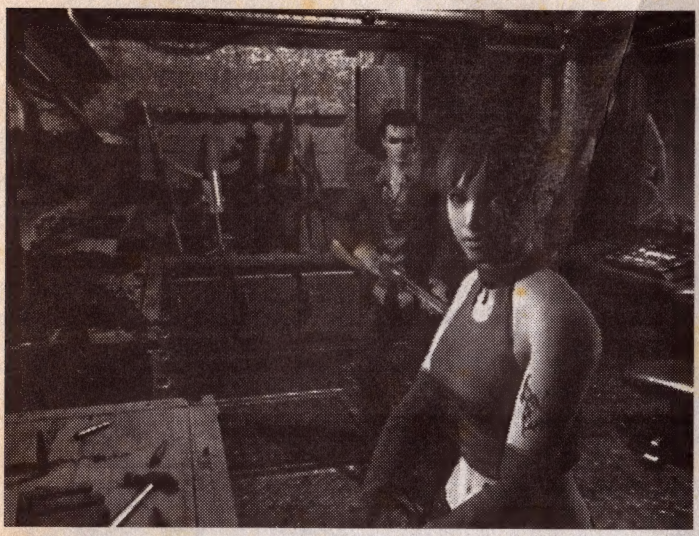


Slightly more than twelve things you didn't know about Resident Evil...

In the eight years since the first game's release, Resident Evil has gone from a laughably camp horror game to one of the major franchises in gaming history. Here our Resident Evil expert, Thomas Wilde, tells you everything you need to know about the series, including how many times you need to stab Nemesis in *Resident Evil 3* to kill him. Only a true Resi nutter would dare to take on Nemesis with a knife, let alone count how many stabs it took to see him off. You can't say he doesn't know his stuff...

1. EASTER EGGS AND ASSORTED WEIRDNESSES

Resident Evil 3
Coming Soon to a Theatre Near You
Have a look at the cinema near the restaurant. The sign reads, Now Playing: Biohazard 4.

Resident Evil Code: Veronica
Don't Mind Me, Folks
Play the Battle Game in first-person mode and look between the crates in the third room. Say hello to Rodrigo. No-one knows why he's there.

Resident Evil 2
The Lonely Death of Chickenheart
Start a new game and reach the RPD building without picking anything up. You'll find a new zombie in the tunnel under the police department. It's Brad Vickers, formerly of the STARS Alpha Team. He's carrying the key to the locker in the darkroom.

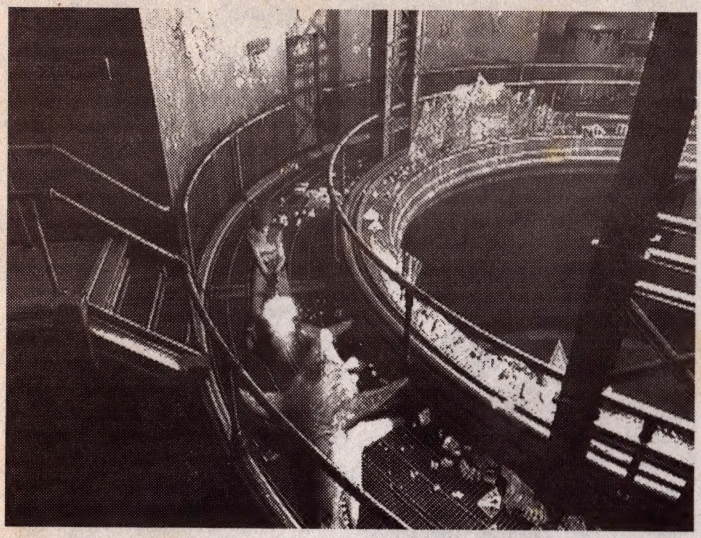
Resident Evil 2
The Clothes Make the Zombie
Go to a room packed with zombies, all dressed differently, and kill all but one. Then leave the room and go back in. The zombies' clothing will change each time you leave and re-enter the room.

Dynamite with a Laser Beam
Someone on the Resident Evil team appears to be a big Queen fan. Claire's vests in *Resident Evil 2* and *Code: Veronica* feature logos that say 'Made in Heaven' and 'Let Me Live.' Also Billy's intricate tattoo in *Resident Evil Zero*, if turned clockwise, appears to read 'Mother Love.' These are the second, third, and fourth tracks on Queen's Made in Heaven album.

Resident Evil Code: Veronica
Home Sweet Home
The front hall of the Ashford hideaway is made up to look much like the Spencer mansion did in the original *Resident Evil*. It looks almost nothing like the updated version on *Resi GC*.

Resident Evil 2
And That's For Getting Me Bit, Punk
In some rooms, you can make Leon shoot bullet holes in the screen. All you have to do in these rooms is turn Leon around so he is facing the screen and then fire.

Resident Evil 2
Have You Seen Me?
Check out the messy desk in the STARS office fifty times and you'll find a roll of film. Now develop it in the darkroom, and it'll turn into a picture of Rebecca Chambers. Brilliant.



2. OBSCURE SECRETS

Resident Evil 2
A Secret Room
When you leave the RPD via Leon's exit, you'll find a safe room at the top of the lift that leads into the sewers. There's a hidden door behind a filing cabinet which you can open with a small key or Claire's lockpick. Inside, light an oil lamp and you'll find some extra ammo.

Resident Evil 2
Bullets for Free
When you combine parts with Leon's weapons to create custom firearms (eg, the custom shotgun), the resulting weapon will always have full ammo.

Resident Evil 2
Defang the Ivies
In Scenario A, you can opt to activate a countermeasures system using the computer in the lab's dormitory. As a file in Scenario B will tell you, if you don't activate this system, the Ivies' spit attack won't poison you.

Resident Evil 3
Jill's Diary
Each file appears in a set place on Jill's file screen. Pick them up in order, and Jill's Diary will replace the Game Instructions #1 file. This tells the story of what Jill did between *Resident Evil 2* and *Resident Evil 3*.

Resident Evil 3
Homing Missiles
On your second time through Hard mode, defeat Nemesis every time he

appears to get the infinite ammo pack. Combine this with the mine launcher to get explosive homing mines! This also works with the infinite ammo you can buy in the Mercenaries mini-game.

Resident Evil 3
Mikhail's Second-to-Last Stand
Get two of the items you need to repair the streetcar. Then before you get the third item, go back to the streetcar and you'll see Mikhail kicking zombie arse.

Resident Evil 3
Hear From Barry
At the end of *Resident Evil 3*, when Carlos is fussing with the radio in the tower, leave via the hall door and come back in. You'll hear a garbled radio transmission from Barry Burton.

Resident Evil Code: Veronica
"I've Got You Now!"
When fighting Nosferatu, shoot at his heart with Alfred's sniper rifle. If you hit it straight on, you'll see a hidden cutscene.

Resident Evil Code: Veronica
Bat Repellent
Equip the lighter to walk through bat-infested areas.

3. THE GAME YOU'LL NEVER PLAY: RESIDENT EVIL 1.5

In 1996, at the Tokyo Game Show, Capcom showed a ten-second clip of their upcoming sequel to *Resident Evil*. It showed a city under siege, as an outnumbered and dwindling group of survivors waged a desperate battle against an unstoppable horde of the undead. Several movies were included on the subsequent release of *Resident Evil: Director's Cut Dual Shock Edition* on the PlayStation.

This was meant to be *Resident Evil 2*, but it would not see completion. When it was about 70-80% done, Shinji Mikami, the game's producer, pulled the plug. His stated reasons were bland environments, bland zombies and a script that reputedly horrified the writer that was brought in to review it. Mikami and his team started from scratch and, two years later, would release the version of *Resident Evil 2* that we know and love. The canned game is often referred to by the name, *Resident Evil 1.5*.

Resident Evil 1.5 should not be mistaken for the *Resident Evil 2* demo that shipped with the NTSC ***Resi: Director's Cut***, which had Ada Wong first appearing in the STARS office.

1.5 was, in some ways, more ambitious than the game that replaced it. The playable characters were a younger Leon Kennedy, still a rookie but not actually a newbie, and motocross racer Elza Walker. As you progressed through the game, Leon and Elza's outfits would become bloodstained and torn; you could opt to replace their clothes, which would change their appearance. There were also three kinds of body armour available, one of which was only available for Leon.

For weaponry, *1.5* provided the now-standard *Resi* arsenal of handgun, shotgun, and grenade launcher, with no apparent gender division between firearms. An assault rifle and flamethrower were also available and some accounts claim that the final version would have had grenades.

The monsters didn't change much;

the player still faced zombies, dogs, crows, and two types of giant spiders, one of which was big enough to punch its way up through the floor. At one point, a mutant similar to the G-Type appeared, and at another, both Leon and Elza were pursued by a large ape-like mutant who groaned in a voice like that of Nemesis. The monsters were apparently quite willing to fight each other, as one interesting sequence features the ape-monster skewering a giant spider on its claws.

The members of *1.5*'s cast were similar to those of *Resi 2*'s. Ada Wong was a researcher for Umbrella rather than a spy, and the Birkin family were a group of shellshocked survivors who helped Leon rather than hindered him. Marvin Branagh, the dying cop in *Resident Evil 2*, played a much larger role in *1.5*, as did another policeman named DJ (or Roy; accounts differ) who was taken out of the game entirely. The demented Chief Irons is nowhere to be found in *1.5*, and it's unknown whether William Birkin would have eventually transformed himself into the murderous G-Type.

Resi 1.5 was set in a more conventional police station than *Resident Evil 2*, but would eventually move to the sewers and a hidden laboratory. You often moved as a group with other survivors; Elza would be saddled with Sherry and a man named John Kendo, while Leon had Marvin to watch his back. The graphics are reminiscent of the original *Resident Evil*, with a strange idling animation and all-too-visible joints.

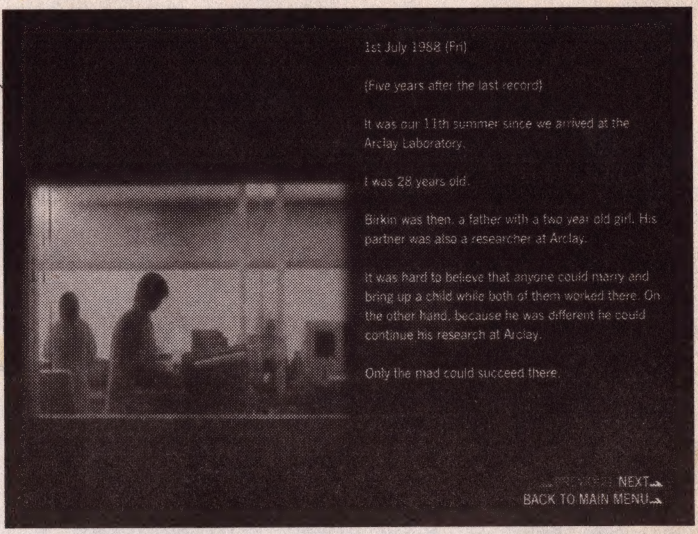
Many elements of the game have been recycled for future installments of the series, or were simply refined into the final version of *Resident Evil 2*. While a lot of fans have expressed an interest in a retail version of Resi 1.5, Mikami has made it clear more than once that nothing of the sort will ever happen. Who wants a bland Resident Evil game anyway?

4. A BIT OF LIGHT READING: WESKER'S REPORTS

Albert Wesker, since his resurrection in *Code: Veronica*, has found new employment as the plot hole sealant for the entire Resident Evil series. He has acquired this reputation due to Wesker's Reports, which attempt to address many unsolved mysteries in the Resi plotline.

The first Wesker Report was on a bonus disc sold with the fifth-anniversary edition of *Code: Veronica X*. In it, Wesker claims to have saved Ada Wong at the end of *Resident Evil 2*, and to have staved off his death in the original *Resi* with a special virus. However, it's not that useful due to several continuity errors in the report and its inapplicability to the Gamecube version of *Resident Evil*.

Wesker's Report 2 first appeared in early 2002 on Capcom of Japan's website. A series of still images accompanied by text, the report takes the form of several diary entries sent from Wesker to Ada Wong. They fill in many details about the history of Resi, such as the origins of the G-Virus. Most interesting, however, is an observation made by Wesker; by situating the Arklay lab in the middle of the Raccoon Forest, Umbrella insured that a T-Virus outbreak was almost guaranteed to spread to the city. It's as though they wanted it to happen…


1st July 1988 (Fri)
(Five years after the last record)
It was our 11th summer since we arrived at the Arclay Laboratory.
I was 28 years old.
Birkin was then, a father with a two year old girl. His partner was also a researcher at Arclay.
It was hard to believe that anyone could marry and bring up a child while both of them worked there. On the other hand, because he was different he could continue his research at Arclay.
Only the mad could succeed there.
NEXT
BACK TO MAIN MENU

Watch Wesker's Report: http://www.residentevilfan.com/recv/weskers_rep.asp

Read Wesker's Report 2: http://www.capcom.com/ResidentEvil/weskers_report_2/html/launch.html

5. FREQUENTLY ASKED QUESTIONS

As a world-renowned expert on Resident Evil, I am are often asked tough questions, such as "What the hell is wrong with you?" I ignore those. More relevantly, when discussing Resident Evil, some questions come up more often than others. Here are some of the most frequent.

Where's Raccoon City?
It's said to be in the midwestern United States but there are no other details. Interestingly (or maybe not), In Resident Evil: The Movie, Raccoon City's Town Hall is actually Toronto City Hall.

Resident Evil 2
Why was William Birkin shot?
In the Mail to the Chief file, Birkin says that he intends to use the G-Virus to get a promotion within Umbrella, but the men who shoot him at the start of *Resident Evil 2* are also Umbrella employees. Why was he attacked?

There's a file in the N64 version of *Resident Evil 2*, found on one of the dead men in the sewer, entitled the Operation Instructions. It identifies Hunk as working for Umbrella's French division. If you've read Wesker's Report 2, you'll know that Wesker and Birkin jobbed Umbrella's French division over back in the day

Resident Evil & Resident Evil Code: Veronica
How did Wesker survive?
If you get Jill's best ending, Wesker slips away during the fight with the Tyrant. How he got his powers, on the other hand, has yet to be revealed, outside of the admittedly lacking explanation in Wesker's Report. This is where Wesker tries to pretend that getting his lungs punched out was, apparently, a part of his master plan. Yeah, right.

Resident Evil 2
How did Ada Wong survive?
In Wesker's Report, Wesker says he saved her. Simple.

Why aren't there any bathrooms in Raccoon City?
The citizens of Raccoon have evolved beyond such base needs.

How does the timeline work for Resi 2 and Resi 3?
Resident Evil 3 begins on the day of September 28th, as Jill attempts to shoot her way out of the city. Nemesis infects her at the clock tower that night, and she spends the next two days unconscious.

Meanwhile *Resident Evil 2* begins on September 29th, according to a calendar in the Raccoon City Police Depratment's west office. Leon, Sherry, and Claire get out of the city after sunrise the next morning.

On the night of October 1st, Carlos cures Jill, things happen, people die, and they escape at dawn.

What are the 'official' endings?

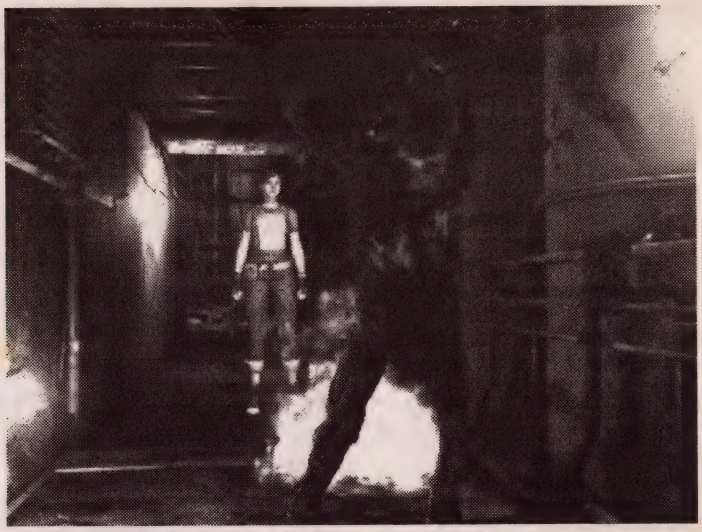
Resident Evil
None of the possible endings are the 'official' one, though Jill's best ending comes close (as Barry's *Resident Evil 3* Epilogue file mentions his betrayal). According to *Resident Evil 2*'s Mail to the Chief file, both Barry and Rebecca survived.

Resident Evil 2
Unknown at this point, though Wesker's Report uses a mutant version of Leon A/Claire B.

Resident Evil 3
Jump off the bridge in the park; let Nicholai go.

Why aren't there any Crimson Heads in Resident Evil 0?
According to an interview with Shinji Mikami, the designers deliberately left the Crimson Heads out of *Resi 0*, since Billy and Rebecca don't spend very long in any one location.

Who invented the T-Virus?
In *Code: Veronica*, we're told that the mother virus was discovered by Ozwell Spencer and Edward Ashford in the



early twentieth century. In *Resi 0* Marcus' Diary files say that the mother virus was refined into the Progenitor before Marcus invented the T-Virus.

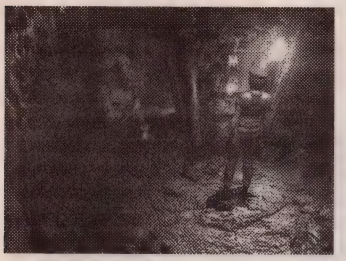
Resident Evil 2
Who did Ada Wong work for?
A lot of Resident Evil fans think Ada worked for Umbrella, but at the end of Leon's B scenario, Annette tells him that Ada works for The Agency, whatever that is. Wesker identifies Ada as 'another agent,' and Wesker's Report 2 is a dispatch from him to her.

Resident Evil 3
How did Nemesis keep finding Jill?
Well, she does blow things up a lot. She's bound to draw some attention to herself. Just enough for a massive monster to come pounding after her.

6. MINI-GAMES

Resident Evil 2
The 4th Survivor
To unlock: defeat both scenarios with an A ranking.
Hunk, the lone survivor of the group that shot William Birkin, wakes up at the RPD sewer entrance with a sample of the G-Virus. With limited ammunition and health, fight your way through the monster-infested Raccoon City Police Department to reach the rooftop.

This is a test of your ability to dodge monsters. Ideally, don't fire a shot until you reach the first floor of the RPD. Save your ammo for Ivies and Mr. X, waiting for you near the roof.



Resident Evil 2
Tofu's Adventure
To unlock: clear six scenarios on the same file.
Can you clear Hunk's scenario with only a knife and three herbs?

Resident Evil 2
Extreme Battle Game
To unlock: clear either scenario with an A ranking.
A virus has been detected inside the escape train in the Umbrella lab. As Ada, Claire, Leon, or Chris, blast your way back to the Raccoon City Police Department and search it for four special bombs. Each character has a unique arsenal, and nearly every room is packed with enemies.

This is kind of mindless, really, unless you're playing on Level 3. Then there's very little ammo, enemies do a lot of damage, and the bosses start showing up all over the place.

Resident Evil 3
The Mercenaries: Operation Mad Jackal
To unlock: beat the game on either difficulty setting.
Carlos, Nicholai, and Mikhail have had bombs implanted in their bodies. When the game starts, the bombs' two-minute timer starts. You get bonus time whenever you kill a monster or save a survivor; when time runs out, you explode.

There are six unannounced secret spots in Mad Jackal that you can hit for time bonuses. They are: the dead-end alleyway next to the Raccoon Press office, the dessert tray in the restaurant, the low-voltage room's control panel, the back wall of the alley near the firehose, the dead man who had Photo A and the dead cop who had the shotgun. Hit the first one for two seconds. Every spot you hit thereafter doubles the bonus, so if you hit them all, you'll earn 64 seconds off the last spot.

Resident Evil Code: Veronica
Battle Game
To unlock: beat the game.
As Chris, Claire, Steve, or Wesker, battle through a random assortment of areas from the main game. You must kill every monster in each room if you want to reach the end, where you'll take on one of the bosses.

The silver door in the twelfth room leads to the game room. Check the lit-up slot machine to find a weapon or a bonus file, the surreal Diary of D.I.J. Wesker will usually find a Magnum, which he needs to defeat his boss.

Resident Evil 0
Leech Hunter
To unlock: beat the game.
Rebecca and Billy have returned to the military training facility to collect a hundred leech charms, which are scattered throughout the area.

This is an easy mini-game to win, since all you have to do is get back to the lobby and use the front door, but

it's hard to complete due to the randomly placed charms. Your best bet is to flag each one by opting not to pick them up, then use your map once you've killed most of the monsters.

7. FILM REFERENCES

The Resident Evil games are many things, but wholly original is not one of them. Most *Resi*'s have at least one scene that's a shameless ripoff of some zombie flick or another.

Resident Evil
Resi's zombies generally follow the Romero model; slow, brainless and cannibalistic. The Crimson Heads, on the other hand, are much like the faster, smarter zombies in the Return of the Living Dead series.

Resident Evil 2
Leon's dressed more like Peter and Roger in the 1978 film, Dawn of the Dead than like any other cop in the RPD. Birkin's laboratory has features from several zombie films, such as Day of the Dead and Return of the Living Dead Part 3.

Resident Evil 3
The ending is very similar to that of Return of the Living Dead.

If you opt to turn on the power during the Live Choice in the electrical station, the resulting scene is a bit like the end of Return of the Living Dead 2.

Resident Evil Code: Veronica
The scene where a Bandersnatch beats a man to death against a clean room window is from Return of the Living Dead Part 3, as are the Bandersnatches

themselves. Rockfort Island resembles the underground military base in Day of the Dead. Alfred's sniper rifle looks very similar to the one Peter uses in Dawn of the Dead (1978).

Resident Evil 4
Resident Evil 4 looks a lot like one of Lucio Fulci's Italian zombie flicks. You know Lucio Fulci, director of Zombie, Gates of Hell and The Beyond.

8. WACKY MISTAKES

Resident Evil
Too many bullets
The gunshot you hear at the start of the game presumably came from Kenneth Sullivan fighting off a zombie, but in Kenneth's film, he fires three times. Weird.

Resident Evil 2 & Resident Evil 3
Ninja quarantine
No one's quite sure how Leon and Claire made it into Raccoon City, or how they managed to avoid hearing about the outbreak. In *Resident Evil 3*, we're told that there's a quarantine in place that's being enforced by the military. Explains it all...

Resident Evil 2
The magical reappearing pipe
In Leon B, you'll fight the G-Type in the sewer access room. He'll rip a chunk of railing up to hit you with, but if you look in this room before the fight, the chunk of railing isn't there.

Resident Evil 2
I feel much better now, thanks
At the end of Claire A, when Claire sees Leon on the surveillance monitors, Leon's bandages have disappeared.

Resident Evil 2
Ada does impressions
In Leon A, when Ada catches up with Annette, Claire will speak during the flashback FMV.

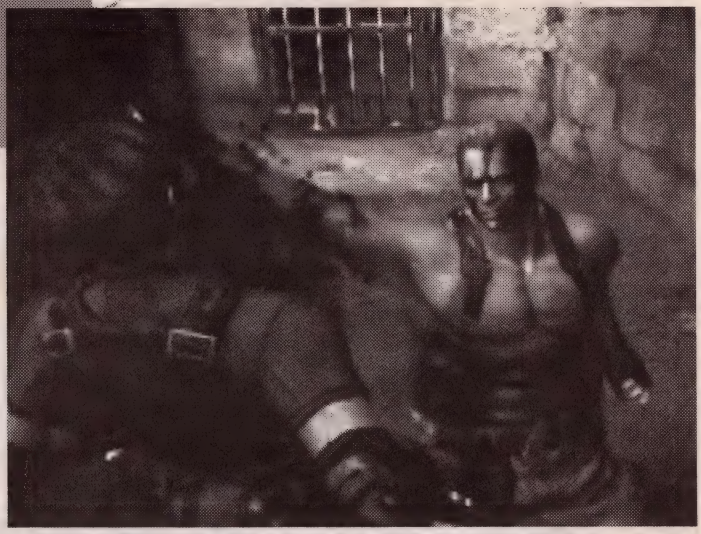
Resident Evil 3
Chris's other job
The Mercenary's Diary file is written in a book labelled: Diary of Chris Redfield.

Resident Evil 3
Excuse me, I think you have the wrong number
The area code on Grady's Inn sign in *Resident Evil 3*'s opening movie is 212, which places it on Manhattan Island. This is somewhat unlikely.

Resident Evil 3
Lucky guess
No one ever tells Jill Nicholai's first name, but she knows it when he gets blown up in the gas station.

Resident Evil 3
It's not like he used his brain
Brad Vickers gets killed when Nemesis jams a tentacle through his head. By the rules that *Resi* zombies operate under, this means his subsequent zombification is, theoretically at least, completely impossible.

Resident Evil Code: Veronica
Odd weather we're having
It doesn't snow in Antarctica. It's too cold. It is so cold, in fact, that Claire and Steve should've died of exposure, but we won't dwell on that.



9. THE SAGA OF THE VALVE HANDLE

You may not know why you need it or even why it's there, but the valve handle is the single most important item in your survival arsenal. Found in almost every Resi game (in the rare event that it's not there, there are twice as many cranks to compensate), the humble valve handle holds plenty of secrets.

It opens doors. It turns off steam jets. It spins and lowers bridges. It gets modified twice by a machine press and a convenient replacement bit. It probably also juliennes fries and makes a great toy for the kids. The valve handle does it all!

We've always wondered: why the valve handle? Of all the possible quest items in the series, why is a valve handle of paramount importance? There are other items that you frequently run across, like a lighter or a lockpick, but the valve handle is in almost every Resi. It's even in *Gun Survivor 4*, where it's the only quest item in the game that isn't a key.

Clearly, there are layers upon layers of rich symbolism inherent in the valve handle's design. Its continued importance must mean something, or why would it keep showing up? Is it meant to recall the elegant and sinister simplicity of the Umbrella logo? Have we driven myself stone nuts by playing too many Resident Evil games in a row for this project? Unfortunately the world may never know.

10. DIFFERENT VERSIONS

Many of the *Resi* games have appeared on multiple systems, with changes being made each time. This is the kind of clever marketing on Capcom's part that has led to us owning five different versions of *Resident Evil 2*. We are not wholly pleased by this.

Resident Evil on Gamecube
It's not quite night and day, but it's close. In the original, Richard would die whether you brought him the serum or not, Rebecca is no longer waiting in the mansion infirmary, zombies and Hunters couldn't open doors, neither Barry nor Rebecca would bother to help you against the Tyrant, and Lisa Trevor was nowhere to be found. The original also looked like total crap and the voice acting made baby Jesus cry.

Resident Evil 2 on N64
Most of the time, a port of *Resident Evil 2* is a port of the PC version, so you get the gallery, 3D models, Extreme Battle game, and more difficulty options. The N64 version is different, as it offers a unique option called the Randomizer, which changes most of the ammo and herbs into different items.

Code: Veronica on Dreamcast
The original version of *Code: Veronica* had fewer cutscenes featuring Wesker. He plays a remarkably small part in the game, disappearing entirely right before Chris' fight with Alexia. The ending omits the entire fistfight between Chris and Wesker; Chris goes straight from defeating Alexia to diving out of the exploding elevator shaft.

11. OTHER EVIL MEDIA

The novels
At the time of going to press, there are six Resident Evil novels available from Pocket Books, with a seventh on the way. Five of them – The Umbrella Conspiracy, City of the Dead, Nemesis, Code: Veronica, and the forthcoming Zero Hour – are novelizations of the games, while the remaining two –

Caliban Cove and Underworld – are original stories. All seven novels were written by S.D. Perry.

The books are good for a laugh, though they're written so as to have almost nothing to do with the games; as I've observed elsewhere, it's as though *Resident Evil 3* was made expressly to contradict Perry at every turn. Among other oddities, the books feature a character named Trent, a member of Umbrella's board of directors who's manipulating events from behind the scenes, and who has what can only be an unhealthy fascination with Rebecca Chambers.

The comics

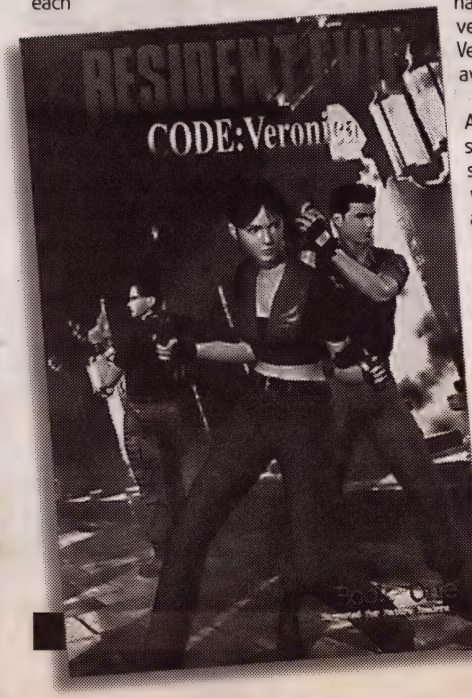
Wildstorm published a glossy Resident Evil magazine in 1999. It ran five issues, each of which contained two to four short stories featuring the STARS, original characters, Umbrella's monsters, or a combination thereof. While the art's often quite good, especially when done by Carlos D'Anda, the writing was terrible.

Wildstorm later gave it another go with the publication of Fire & Ice, a four-issue series that followed the adventures of the STARS Charlie team. It is almost totally unreadable.

The manshua

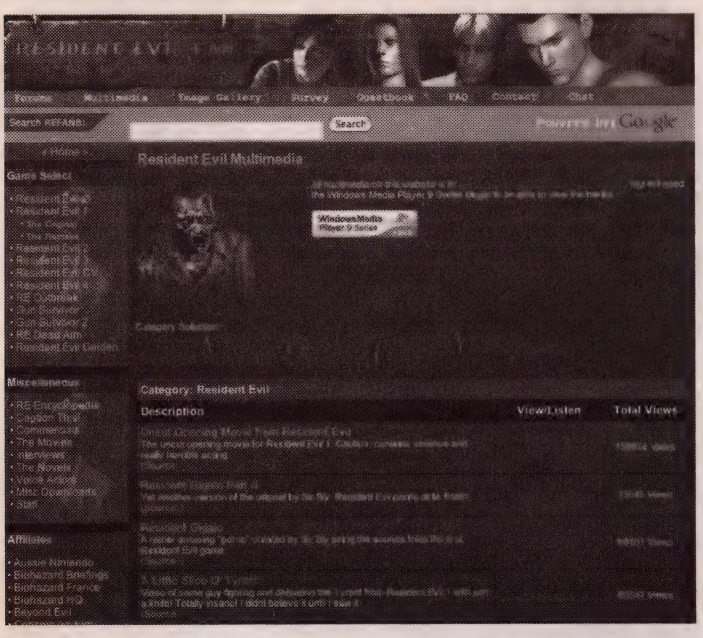
There have been a few Chinese comic adaptations of the Resident Evil games and, like most Chinese comics, they're unwittingly hilarious. As one might expect, they feature over-the-top martial-arts action. DC Comics has published a translated version of the Hong Kong Code Veronica comics, which is available from Amazon.

The Manshua beat the American comics from a standing start, if only for the sheer amusement value of watching characters flip around and punch out Tyrants.



The films

Resident Evil: The Movie purports to be a prequel to the games. (Many fans are amused by this, as the film is set four years after the date given at the start of the first game. That really is nitpicking though) In the film, Milla Jovovich and her wonder-nipples kick the hell out of zombies and undead dogs while



watching a supposedly elite team of mercenaries get eaten by an army of the undead. It is slightly entertaining but cannot be said to have much in common with the games.

Resident Evil: Apocalypse is horribly crap, despite the presence of Sienna Guillory as Jill Valentine, and warrants no further examination.

12. RESIDENT LINKS

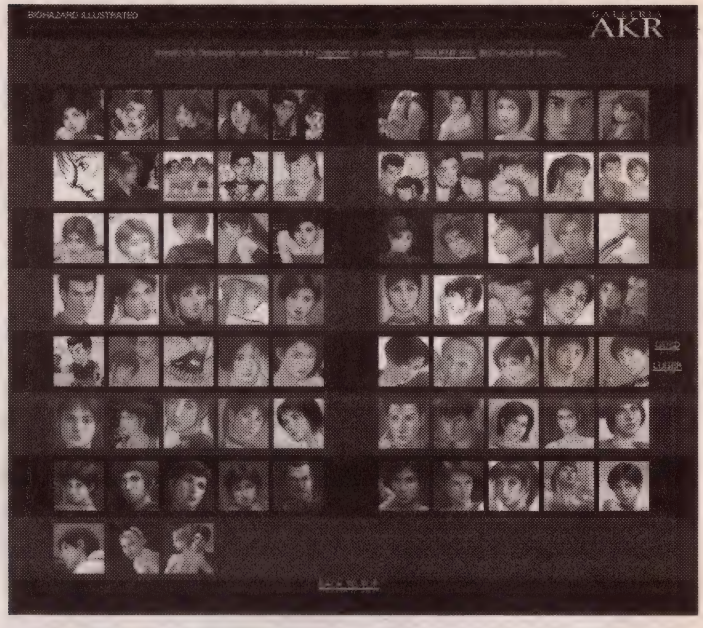
"Resident Evil Flash Edition"
"I Am Resident Evil"
Available at - http://legendaryfrog.com/lite/movies.htm

These short Flash movies are hilarious parodies of the RE series. If you get all the jokes, you might just be a fanboy. I get all the jokes. I am deeply shamed.

"Resident Gigalo"
Available at - http://www.residentevilfan.com/multimedia.asp

Scroll down. A short radio play comprised solely of voice samples from the original PSone RE, Resident Gigalo is one of the older and funnier video game parodies on the internet. It is, however, decidedly adult.

Galleria AKR
Available at - http://www.mis.ne.jp/~akr/Pages/nextpage/resi_evil/



resievil.html

This is the webpage of what may be the best Resident Evil fan artist on the web. Some of his pics are a little odd (one wonders if the artist is aware that Chris and Claire are brother and sister, and not husband and wife), but the majority are amazing.

The Resident Evil Drinking Game
Available at - http://www.clanoakenshield.com/features/27.html

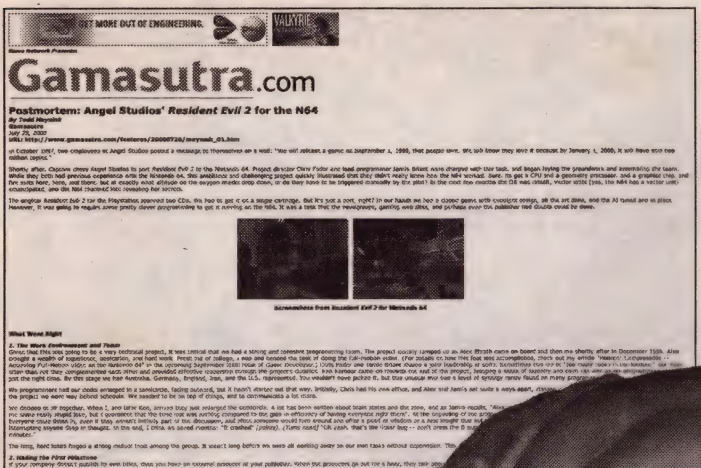
This is meant to work with the original *Resi* on PSone, but it's surprisingly applicable to the GC version.

GUTTERSNIPES:
Random Trivia

■ Brad Vickers is the only character to die in two games: *Resident Evil 2* and *Resi 3*. Other characters have died and returned as zombies, but Brad's the only one to drag it out like that.

■ One of Jill's costumes in *Resident Evil 3* is that of Regina, the heroine of the PSone/Dreamcast horror game *Dino Crisis*.

■ It takes 161 stabs with the knife to kill Nemesis.


GET MORE OUT OF ENGINEERING.

VALKYRIE

Gamasutra.com

Postmortem: Angel Studios' *Resident Evil 2* for the N64

By Todd Meynink

November 7, 2000

URL: http://www.gamasutra.com/features/20000728/meynink_01.htm

In October 1997, two employees at Angel Studios posted a message to themselves on a wall: "We will release a game on September 1, 2000, that people love. We will know they love it because by January 1, 2000, it will have sold one million copies."

Shortly after, Capcom drew Angel Studios to port *Resident Evil 2* to the Nintendo 64. Project director Clive Foster and lead programmer Jamie Briant were charged with the task, and began laying the groundwork and assembling the team. While they both had previous experience with the Nintendo 64, this ambitious and challenging project quickly illustrated that they didn't really know how the N64 worked. Sure, its got a CPU and a geometry processor, and a graphics chip, and five slots here, here, and there, but at exactly what attitude do the oxygen molecules drop down, or do they have to be triggered manually by the pilot? In the cool few months the DS was rebuilt, Victor Moss, the N64 has a vector unit, scratchpad, and the RAM manufacturer revealing her secrets.

The original Resident Evil 2 for the PlayStation spanned two CDs, the two to get it on a single cartridge. But it's not a port, right? In our hands we has a closed game with consistent design, all the art done, and the AI tuned and in place. However, it was going to require some pretty clever programming to get it running on the N64, it was a task that the newspapers, gaming web sites, and perhaps even the publisher said couldn't be done.

Screenshots from Resident Evil 2 for Nintendo 64

What Went Right

1. The Work Environment and Team

Given that this was going to be a very technical project, it was critical that we had a strong and cohesive programming team. The project quickly jumped on as Alex Smith came on board and then me shortly after in December 1999. Alex brought a wealth of experience, combined with a hard work, first hat of college, a was and tackled the task of doing the full-motion video. (For details on how this feat was accomplished, check out my article "Reason: Compressible - According Full-Motion Video" on the Nintendo 64" in the upcoming September 2000 issue of Game Developer.) Clive Foster and Jamie Briant shared a solid leadership of work; sometimes too-so to [illegible] other times not they complemented each other and provided effective leadership through the project's duration. It was forever came on midway the end of the project, bringing a whole of sessions and dark [illegible] just the right time. By this stage we had Australia, Germany, England, Iran, and the U.S. represented. You wouldn't have picked it, but that unusual mix was a level of synergy rarely found on many projects.

We programmers had our desks arranged in a semicircle, facing outward, but it hadn't started out that way. Initially, Chris had his own office, and Alex and Jamie set quite a ways apart, [illegible] the project we were way behind schedule. We decided to be on top of things, and to communicate a lot more.

We decided to sit together. When I, and later Ken, arrived they just arranged the workbench. A lot has been written about team sizes and the [illegible] Alex and Jamie made. "Alex [illegible] me were really stupid boy, but I question that the time cost was nothing compared to the gain in efficiency of having everyone right there". At the beginning of the project [illegible] everyone could drop in, even if they weren't initially part of the discussion, and often someone would turn around and offer a point of wisdom or a new insight that solved [illegible] interrupting anyone deep in thought. In the end, I think we solved maybe "5 crashes" [illegible] "Um yeah, that's the Yoder bug -- don't press the B button for [illegible] minutes."

The long, hard hours forged a strong conduct trust among the group. It wasn't long before we were all working away on our own tasks without supervision. This [illegible]

2. Making the First Milestone

If your company doesn't publish its own titles, then you have an external producer at your publisher. Whoa that producers do not like a busy, they [illegible] think developers haven't got a clue about marketing deadlines, budgets, and all the other things that we really don't have a clue about. We speak a [illegible]

- How did *Resident Evil 2*, a two-disc PSone game, get squeezed onto an N64 cart? Read all about it at http://www.gamasutra.com/features/20000728/meynink_pfv.htm. It's a fascinating read.

- To unlock Steve in *Code: Veronica's* Battle Game, solve the drawer puzzle in the safe room by the hangar on Rockfort Island. You'll get the Luger replica. Put it in your item box.

- The upside-down flag in the RPD operations room is indicative of a state of emergency, and isn't a mistake.

- Both Claire and Leon have different bonus costumes in the N64 version of *Resident Evil 2*.

- The voice actress who played Jill in *Resident Evil 3*, Catherine Disher, also played Natalie

Lambert on the American vampire TV series Forever Knight.

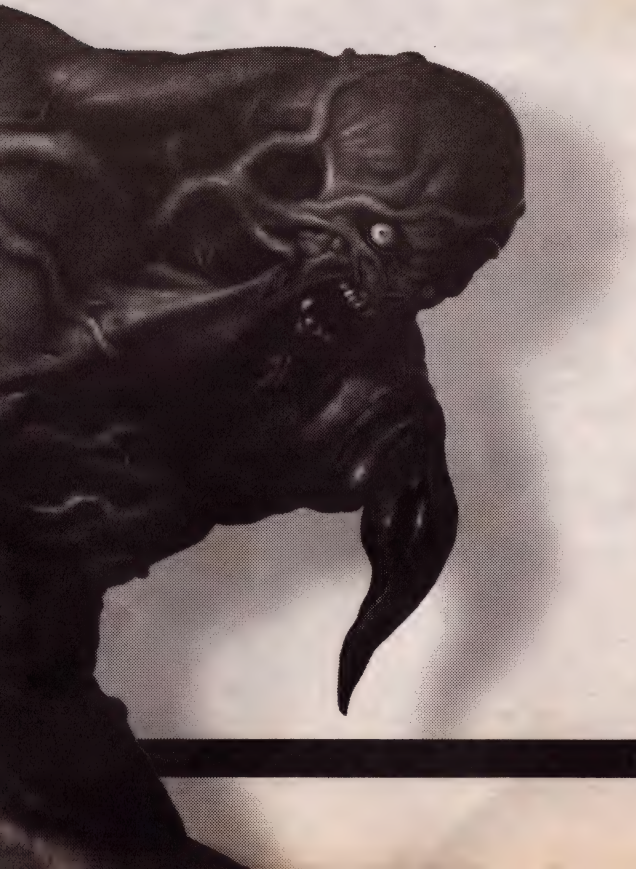
■ Claire is the only character who's had the same voice actress (Alyson Court) in every game she's been in.

■ The female hostage in *Resident Evil 3*'s Mercenaries mini-game is meant to be Lucia Rosso, Dario's daughter.

■ Shinji Mikami originally wanted to call *Resident Evil 3, Biohazard 1.9*. Good job he didn't.

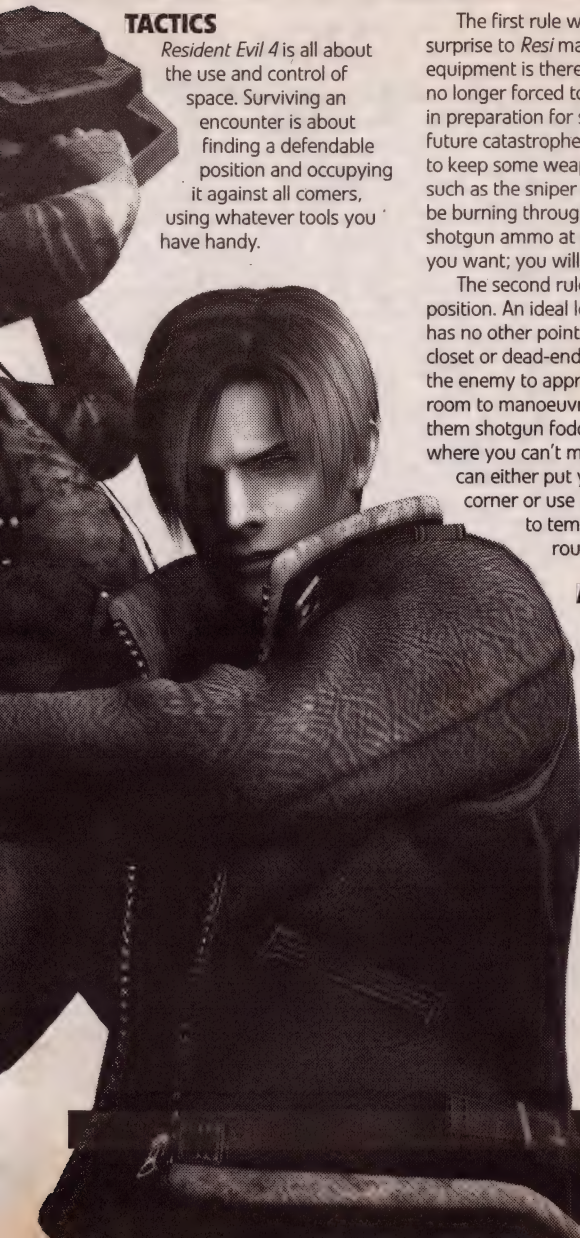
■ In *Resident Evil 3*, the black guy who dies in the hospital is Tyrell Patrick. The mercenary who gets shot in the sales office is Murphy Seeker.

■ According to rumour, Steve's role in *Code: Veronica* was originally meant to go to Leon, including Steve's death at the end of the game. The decision was scrapped due to Leon's popularity.



Resident Evil 4
The Guide
So you want to shoot monsters?

You can use a host of adjectives to describe *Resident Evil 4*, but foremost among them is 'difficult'. Although it's not quite as tough as the *Resi* remake on Cube, this is still one tricky game. A lot of the game's challenges come down to reflexes, practice, tactics and sheer dogged persistence. We'll teach you about how to play like a pro first, before leading you into the toughest bits the game can offer.



TACTICS

Resident Evil 4 is all about the use and control of space. Surviving an encounter is about finding a defendable position and occupying it against all comers, using whatever tools you have handy.

The first rule will come as a surprise to *Resi* masters: your equipment is there to be used. You're no longer forced to hoard ammunition in preparation for some anticipated future catastrophe. It's not a bad idea to keep some weapons in reserve, such as the sniper rifle, but you should be burning through handgun and shotgun ammo at a mad clip. Shoot all you want; you will find more.

The second rule is to find your position. An ideal location is one that has no other points of entry, such as a closet or dead-end hallway. This forces the enemy to approach you with no room to manoeuvre, which makes them shotgun fodder. In situations where you can't make this choice, you can either put your back to a corner or use incendiary grenades to temporarily close off a route of approach.

ASHLEY

You'll spend roughly a quarter of the game with Ashley in tow. She's got enough sense that she's rarely a problem, but she has a knack for getting killed in crossfires, especially if explosives are involved. You can use the X button to park her somewhere safe.

LADDER-FU
An enemy who takes damage while on a ladder will generally fall off of it, taking a small amount of damage upon landing. If you adopt a perch near the top of a ladder, Ganados will obediently climb up into your sights.

WATER-SOLUBLE
A Ganado who falls into water or lava will never be seen again. Exploit this.

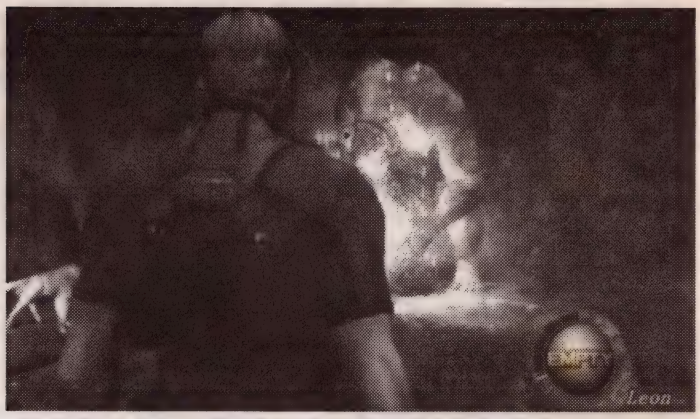
EXPLODO!
Those old chestnuts oil drums, red barrels and oxygen tanks will explode if shot. Use them whenever possible. You can often thin out the enemy's ranks this way; the Ganados have not realized that tanks of volatile accelerants makes for poor cover.

LIVE BAIT
Many enemies are more interested in Ashley than Leon. You can often use her to set an ambush; wait for enemies to grab her, then take them off at the knees. Just be careful not to shoot her, as Ashley dies instantly if Leon damages her in any way.

SIT DOWN AND WATCH THE MOVIE
Animated sequences in Resi 4 may require your participation. Whenever a movie starts, watch it with your fingers on the A, B, L, and R buttons, in case a quick time event comes up.

JUSTICE TO BAD PEOPLE
It wouldn't be Resi if you weren't outnumbered by monsters, and in Resi 4, each type of enemy requires an adjustment to your tactics.

GANADOS AND ILLUMINADOS
These are the most frequently encountered enemy. Ganados (and their clerical cousins, Los Illuminados) have a knack for surrounding you. Survival against them requires you to find a way to neutralize their major advantage: numbers. A typical Ganado encounter sees you outnumbered five



to one, bare minimum. A shotgun helps, so does forcing them into a bottleneck. Starting in chapter 2, start watching Ganados' faces. If one has red eyes, do not shoot him in the head. This will result in unpleasantness.

EXPLOIT THE DYNAMITE MONKEY

You'll frequently encounter villagers who toss lit sticks of dynamite. These morons are more dangerous to their friends than you. Leon can weather an explosion unharmed unless he's at ground zero. You can detonate TNT early by shooting it out of the air. A better tactic is to kill the Ganado while a lit stick of dynamite is in his hand. It'll explode, sending his friends flying.

THE LONELY DEATH OF CROSSBOW MONKEY

Once you reach the castle, Ganados will be supported by crossbowmen. Each can fire twice before reloading and they're not great at tracking a moving target. Take them out first.

ON THE WRESTLING CIRCUIT

To save ammo, use Leon's melee attacks. Stun an enemy and you can launch a vicious kick; if you kneecap Illuminados or mercenary Ganados, Leon will crush their skulls with a powerful suplex. Although ammo is plentiful, it's still good fun.

SENSIBLE HEADGEAR

A Ganado wearing a facemask or knight's helmet is immune to headshots, so be wary.

THIS IS WHY FEUDALISM IS OVER

A Ganado carrying a shield can, unconveniently enough, block several gunshots. To deal with him, destroy the shield with a shotgun blast or use high velocity penetrative weapons, such as the Magnum, to blast a hole through both him and his damn shield.

MAKE STABBY

Don't waste bullets on a lone Ganado. Knock him down and stab him while he's on the ground. Unfair? Yes, but his friends are coming and they're a dozen strong. Get to slashing.

HARD ENTRY

Double-tap the A button to kick a door open. You'll anyone hit by it.

USE YOUR EARS

In many parts of the game, enemies' presence is accompanied by tense music. Once the last enemy in an area is dead, the music will stop. The exceptions are the Illuminados. They have no theme music, but they're constantly chanting.

BEAR TRAPS

Watch the ground for steel-jawed traps set by the Ganados. You can deactivate them with a bullet.

TRIPWIRES

These can be lethal if you're already injured. A fun trick is to lure Ganados into the tripwire, vaporizing them.

BAGHEAD

This chainsaw-wielding Ganado comes in male and female versions. They have two things in common: they are very hard to kill and if they make contact, Leon dies.

Ideally, you'll want to take Baghead out from extremely long range. If this isn't an option, keep him on his back with shotgun or Magnum blasts.

NOVISTADORS

Each encounter with these chameleon/cockroach crossbreeds is cause for profanity. If they're invisible, look for subtle visual cues such as dripping ichor or splashes in standing water, pull out a shotgun and make them dead. Later, Novistadors sprout wings and adopt the locust-like tactic of rushing you down. Again: shotgun. There is no problem in Resi 4 that cannot be solved, directly or indirectly, by a barrage of buckshot.

DOGS

These infected wolfhounds are very fast, but they don't show up often. If you hear one, put your back to a wall and fire in the dogs' general direction. A handy note: if you hear one, there are at least two.

REGENERATORS

Regenerators are slow, and you'll often be able to use the terrain against them (i.e. closed doors). After your first encounter with one, you'll find an infrared scope; attach it to your rifle and you'll be able to see and shoot the Regenerator's life-giving parasites. A bit later, you'll run into the Iron Maidens: tougher Regenerators with spikes. Do not get close to them under any circumstances. Also, at least one parasite will be on its back; blow off one of its legs, then nail the parasite while the Maiden's on its belly.

OPENING THE TOYBOX

There's a whole world of weaponry to play with in Resi 4, you'll get most of

your arsenal from friendly merchants. These mysterious men will pop up throughout your adventure, offering you dangerous weapons at reasonable prices. Each weapon you obtain can be upgraded by a merchant for a fee. If you max out all the weapon's statistics, you can often purchase an exclusive tune-up that'll grant the gun a power-up or new feature. Here, we'll talk about each weapon's uses, and whether they're worth upgrading.

HANDGUN

You'll find a ton of ammunition for your trusty pistol, but it's rarely worth using in combat. If you do, make use of enemies' hit zones; disarm them, kneecap them and double-tap them while they're down. You can buy four pistols on your first run through the game, two of which are noteworthy. The Blacktail is the most powerful, but the simple handgun's Exclusive upgrade raises its critical hit-rate through the roof. The choice is yours.

SHOTGUN

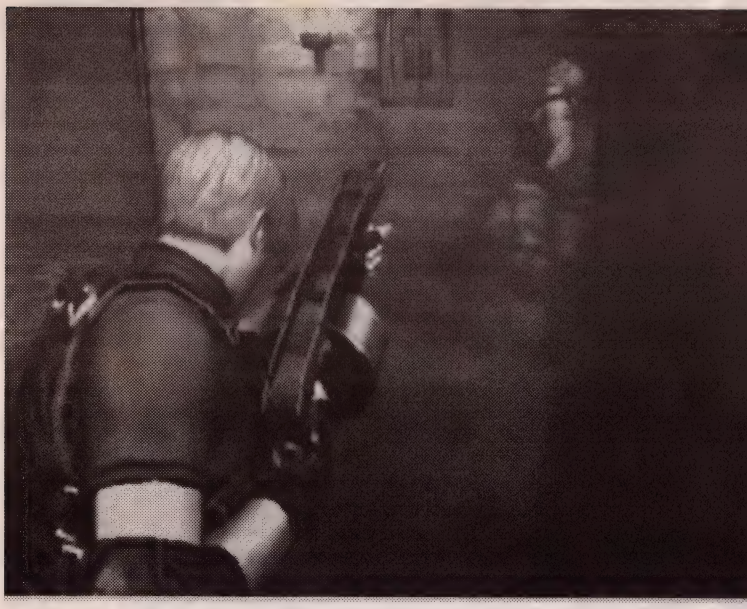
This is your best friend. A shotgun is an invaluable tool for crowd control. It also sees frequent use against bosses, who often have small, hard-to-hit weak points that no other weapon can easily reach. Upgrade to the Striker as fast as possible, then tune up its firepower and capacity every chance you get. Having a powerful shotgun will make Chapter 5 much easier.

RIFLE

The semi-auto doesn't lose your sight picture between shots, which makes it a must-have. The rifle's a lot of fun to play with, but you should always keep its clip full; you'll need it to win several battles. The scope's nice, but you don't need it.

MAGNUM

The Broken Butterfly is better in the long run than the Killer7; when upgraded, it has the edge on sheer firepower. You should keep one around at all times for powerful standard



enemies like Baghead, but unless you're a career marksman, it's hard to use the Magnum against bosses.

TMP

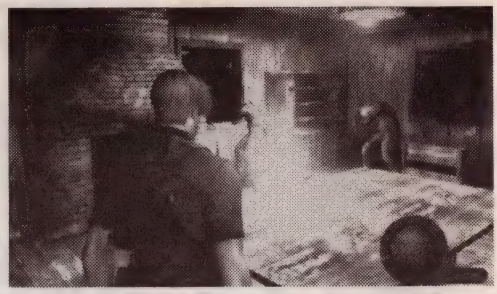
Frankly, it's not worth it unless you have a full-auto fetish. If you bother using this, get the stock version. Otherwise, it's ridiculously inaccurate at any range other than point-blank.

MINE LAUNCHER

Many enemies' only tactic is to rush at you. The mine launcher fixes a dart to an enemy, which will explode in a few seconds. You may see the problem. The best use of the mine launcher is to shoot someone, then use handgun fire to keep him in place until he explodes. It's fun and offers devious possibilities, but it's more trouble than it's worth.

MIGHT AS WELL STEAL THE SILVERWARE

You'll need serious money to use the merchant's services. To earn it, you'll need to hunt for treasure. Invest in the merchant's maps, as they'll pay for themselves. Treasures are useless except for their cash value, so you should sell them whenever you get the chance. The exceptions are incomplete treasure items. Some have been vandalized and will sell for far more if you find their missing pieces. For example, the beerstein's only worth 3,000 pesetas, but if you replace all its catseyes, it'll sell for 20,000. Check out



this list, numbers indicate the chapter in which an item is found.

BEERSTEIN (20,000)
Hidden in a fenced-off enclosure in the Farm in 1-1. You will need to drop down into it from the hayloft's balcony.
Red Catseye: only available in 1-1, this is hidden in a bird's nest outside the house past the Farm. Shoot it down.
Yellow Catseye: at the bottom of the ski lift in 2-3, at the end of the tunnel in the cliff-face.
Green Catseye: solve the puzzle behind the church in 1-3.

ELEGANT MASK (20,000)
In plain sight in 1-2; you'll need to break a window to reach it. Another's available in 3-2, on the balcony of the ballroom, accessible via chandelier.
Red Gem: in 2-2, hidden on El Gigante's turf and inside a treasure chest in 3-2's hedge maze.
Purple Gem: above the huts in 1-3, in the arena where you fight El Gigante; another is atop a statue in 4-1.
Green Gem: in 2-3, after you meet Salazar, check the ceiling.

BUTTERFLY LAMP (20,000)
In the sewer control room in 3-2, the lamp can be repaired with eyes. These are dropped by dead Novistadors. Green and red eyes are quite common,

but you usually won't find a blue eye until chapter four.

SALAZAR FAMILY CROWN (48,000)
The crown is held by a dead monk at the bottom of the pit in 4-1; subsequently, destroy Salazar's "right hand" for the crown jewel. The royal insignia is on a lift in 4-2; you can't miss it.

GOLDEN LYNX (35,000)
The lynx is inside a treasure chest in 5-1, at a dead end in the tunnel network at the top of the cliffs.
Red Stone of Faith: in a suitcase in the research facility's commissary in 5-1.
Green Stone of Judgement: in the last room of 5-1, in a suitcase near the merchant.
Blue Stone of Treason: in 5-3, in a side tunnel near the merchant's shooting gallery.

WE HATE SHINY THINGS
Anything glittery is valuable. Free it by shooting it, then grab it to fund

your mayhem.

A SERVANT OF THE CLASSICS
In the castle, check behind the portraits of this guy for cash prizes.

KILLING IN THE NAME OF
You'll find that the crows in the village are carrying some useful items.

ROCKET LAUNCHER
This is a powerful weapon, and is one shot, one kill

(usually). The rocket launcher can make several boss fights very short. Once you hit the castle, try to keep 30,000 pesetas in reserve for ammo just in case.

THE CAPACITY TRICK
If you upgrade a weapon's magazine capacity, the merchant will throw in a full clip absolutely free. This is a great way to get rare ammo, such as Magnum shells.

FLASH GRENADES
Enemies whore hit with a flash grenade are temporarily blinded. You can run up and kick them, or simply make your escape. The flash also instantly kills parasites.

INCENDIARY GRENADES
This creates a patch of burning ground. It doesn't do much damage, but it's good for covering a retreat, preventing enemies from approaching you, or directing them somewhere.

HAND GRENADES
What do you want here - rocket science? Go blow someone up!

WATCH THE LASER
Most of your weapons have a laser sight. The laser will draw a dot on any target that can be affected by gunfire. If you watch for the dot, it can save you some guesswork.

EAT YOUR VEGETABLES

There are 27 yellow herbs hidden throughout the game. When mixed

with a green herb, these increase Leon or Ashley's maximum health.

CHAPTER 1-1
Inside the crate in the southwestern corner of the village.

CHAPTER 1-2
In a cabin near the door locked with the emblem, inside a locker.

CHAPTER 1-3
In a box inside one of the cabins on the lake shore.

CHAPTER 2-1
On a wagon in the arena where you fight El Gigante.

CHAPTER 2-2
In a bookshelf in the cabin where you and Luis make your stand.

CHAPTER 2-3
In the burning barn's hayloft.

CHAPTER 3-1
On the ramparts of the castle, inside the small storage room near the southernmost catapult.

CHAPTER 3-1
In the crates near the prison key.

CHAPTER 3-2
In one of the cells in the sewer.

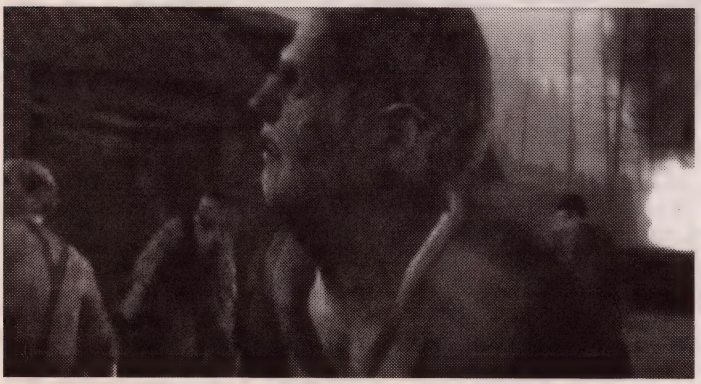
CHAPTER 3-2
At the start of the gallery ambush, turn right and run upstairs. It's in the corner of the first landing.

CHAPTER 3-2
In the southwestern corner of the hedge maze

CHAPTER 3-4
As Ashley, check the corner of the first room.

CHAPTER 4-1
On the same table as the file called 'Sample Retrieved'.

CHAPTER 4-1
At the bottom of the pit, near the merchant.



CHAPTER 4-3
Near the key to the mine.

CHAPTER 4-3
At the base of the final tower, hidden behind a stack of boxes.

CHAPTER 5-1
In a crate in the facility's commissary. It's hard to spot.

CHAPTER 5-1
On the desk in the waste disposal office.

CHAPTER 5-1
In a barrel near the merchant at the base of the radio tower.

CHAPTER 5-2
Just after the stuck shutter in the waste disposal facility, on the floor.

CHAPTER 5-2
Near the typewriter in the room before the loading dock.

CHAPTER 5-3
This is in a small alcove, behind a broken mesh fence near the transportation modules.

CHAPTER 5-3
In the Ganados' camp, by the sealed gate.

CHAPTER 5-4
At the base of the first guard tower, inside a crate.

CHAPTER 5-4
In the old prison's coat closet, near the typewriter. It's easy to overlook in the dark.

CHAPTER 5-4
Inside a barrel in the old prison's exercise yard.

FINAL CHAPTER
In plain sight near the file called 'Our Plan'.

INFINITE MAYHEM

When you've completed *Resident Evil 4*, there's still so much more to do and som many more secrets to unlock. Unlike some games, however, they're all worthwhile, it's not just a case of a movie or some artwork, there's some serious firepower on offer here...

TARGET PRACTICE

At four spots throughout the game, a merchant will be standing next to a door marked with twin pistols. This is an entrance to the shooting gallery, where you can earn prizes such as decorative bottlecaps. The real value in target practice is monetary; every time you complete a row in your bottlecap collection, the merchant will give you a cash prize.

MERCENARIES AND ASSIGNMENT: ADA

Simply beating the game opens up these new modes. Assignment: Ada puts you in control of Ada Wong, during one of her frequent absences from the main storyline, as she attacks the Ganados' island facility. Mercenaries is a combat-based mini-game where you take out as many Ganados as possible within a set time limit.

ALTERNATIVE OUTFITS

On your second play through, you can opt for special costumes. Leon will don his RPD togs from RE2, Ada will exchange her dress for the black spy garb from her mini-game, and Ashley will... well, she'll get tarted up.

INFINITE LAUNCHER

Defeat the story mode and the merchant will begin offering a rocket launcher with infinite ammunition for a cool 1,000,000 pesetas.

CHICAGO TYPEWRITER

This heavy machine gun has infinite ammo. Beat Assignment: Ada, and the merchant will sell you the typewriter for 1,000,000 pesetas. It's worth it.

HAND CANNON

This is just the thing if you're fighting elephants, blue whales, low-flying aircraft, or offensive planetoids. If you can get a five-star ranking in Mercenaries on every stage with every character, the merchant will give you the hand cannon for free upon request. Its exclusive upgrade gives it infinite ammo and raises its firepower to 99: equal to a rocket launcher!

THE HARDEST BITS BUSTED

CHAPTER 1-1
THE VILLAGE

The village is the site of your first real rumble. It ends instantly after you've killed 20 Ganados.

Start by ransacking the village for ammunition and then run into the north-central house. Head upstairs and grab the shotgun, shells, and grenade from the bedroom.

Jump out the west window and run around the roof until you see the Spinel. From this point, you can hold off the Ganados with ease. They have to round a corner to get at you, which makes them shotgun fodder. Keep blasting them until they withdraw.

CHAPTER 1-3
DEL LAGO

Your fishing boat comes equipped with harpoons but watch out: when you're getting one ready to throw, you can't steer the boat.

Del Lago has two big tricks. One is to knock you off your boat by swimming under the trees; fortunately, you can easily get out of the way if you're not trying to spear him.

His other trick is to emerge suddenly from the water and capsize the boat, so if you can't see him, start moving in wide circles.

When Leon stops the boat and readies a harpoon, Del Lago is about to race headlong at you. This is your best and safest chance to spear him before he sinks under the water.

CHAPTER 2-1
EL GIGANTE, PART ONE

Upgrade your shotgun's firepower and if, by some fluke, you have 30,000

pesetas to spare, buy a rocket launcher. It's a one-hitter quitter.
El Gigante is big, dumb, and slow. Don't try to take cover in the huts because it'll smash them; instead, stay close in and use your shotgun and hand grenades. Take a few pot shots, then run away and repeat.
If it lowers its shoulder, break to the side or it'll tackle you into next week. If you freed the wolf in 1-1, it'll help you out by distracting Gigante, allowing you to shoot it from behind.
When Gigante's weak, it'll go onto one knee. That's your cue to race in, climb its back, and hammer A/B to cut into its parasite.

CHAPTER 2-2
UNDER SIEGE
At the chapter's end, you'll be trapped in a cabin, fighting off a seemingly infinite tide of Ganados.

Before they attack, push bookshelves in front of two of the windows on the ground floor. This turns the other window into a bottleneck, allowing you to blast the Ganados that come through. Unfortunately, that won't last, and the bookcases will get beaten down. Once it happens, retreat to the base of the stairs and carry on laying down fire, tossing in an occasional flash grenade to clear out tentacle-headed Ganados. Luis can take care of himself, so don't worry about him.

When the fight moves upstairs, kick the ladders away from the windows as soon as you can.

Ganados will continue to rush up after you, but because they're constrained to the staircase, your shotgun or rifle should be enough to make pizza toppings out of them. Keep building a body count until the Ganados withdraw.

CHAPTER 2-3
BITORES MENDEZ
In his first form, Mendez is slow, but the tight confines of the barn work to

his advantage rather than yours. It's best to stay at long range whenever you can, switching from the handgun or TMP to the shotgun when Mendez comes closer. He'll be stunned for a second by an explosion, so use hand grenades or blow up the barrel by the ladder.

If you need a safe place to reload, climb up into the loft. There's a spot against the west wall where you can hide behind a sheet of steel. After you've delivered enough punishment, Mendez's tactics will change and he'll start using the rafters to play hit-and-run.

Flash grenades, hand grenades or a clean shotgun blast will knock him down for a few seconds, giving you the chance to deliver big damage while he's grounded. Otherwise, you'll have to wait until he gets close.

CHAPTER 3-1
THE PRISONER

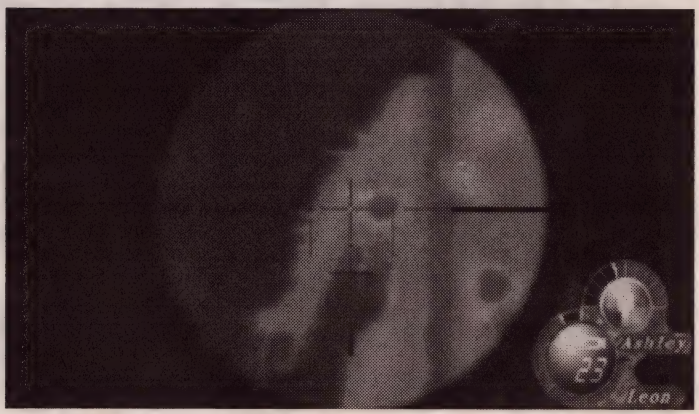
You'll encounter one of the blind, clawed prisoners shortly after you meet Salazar. If you make a loud sound, such as a gunshot, they'll immediately run after you and launch a flurry of slashes that can be instantly fatal, so be warned.

You'll often encounter prisoners in an area where you can use something to distract them. In this room, it's the bells on either side. Shoot one to make it ring and when the prisoner's claw gets stuck, put a rifle slug through the parasite on his back.

When he recovers, he'll charge at your previous position; dodge across the room, then wait for an opening. Repeat as necessary 'till the prisoner's good and dead.

CHAPTER 3-3
STEEL CAGE DEATHMATCH

When you get near the treasure chest in the dining room, you'll get trapped inside a cage. Your cellmates are an Illuminado and a prisoner, and there are crossbowmen all around. Sheee-it! The first order of business is to get out of the cage. You're right in front of one



of the doors, so blast the lock off with your shotgun then run back into the dining room.

Ideally, the prisoner will get stuck inside the cage, letting you deal with the Illuminados at your leisure. Otherwise, withdraw quietly and wait for the prisoner to turn his back so you can leg it.

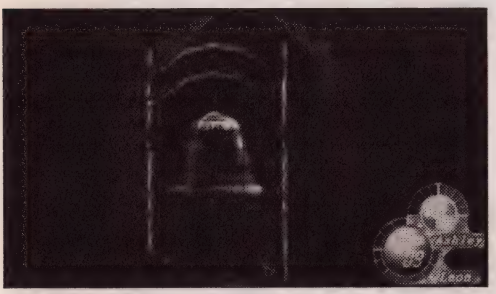
CHAPTER 4-1
HOT LAVA

This chamber is patrolled by large flameships piloted by Illuminados. There are three, each of which will fall into the lava if you kill its pilot.

Destroying the flameships will reveal treasures such as the Lion Ornament, which you'll need to advance. The first flameship is an easy shot with your rifle. The second and third are harder, though, and may take a little practice to pull off.
You have to get the ships to breathe flames at your present location, then duck behind cover and snipe the driver while he's readjusting his position.

CHAPTER 4-1
THE KNIGHTS OF THE GRAIL

Leave Ashley in the hall outside. When you take the Queen's Grail, you'll trigger a fight with two groups of three Plaga-infested suits of armor. They're all slow, and the axemen are easy to dodge. It's the swordsmen you really have to watch out for, since they swing from side to side.



A few Magnum rounds or shotgun blasts will tear the helmet off each suit, revealing the Plaga inside. At this point, you can vapourise the parasite with your rifle, or drop a flash grenade to despatch multiple Plagas at once.

CHAPTER 4-2
LOS GIGANTES

As soon as you reach the mines under the castle, start hoarding Magnum ammo. When the Gigantes appear, you can cut your problem in half by throwing the switch at ground level to open the pit in the floor.

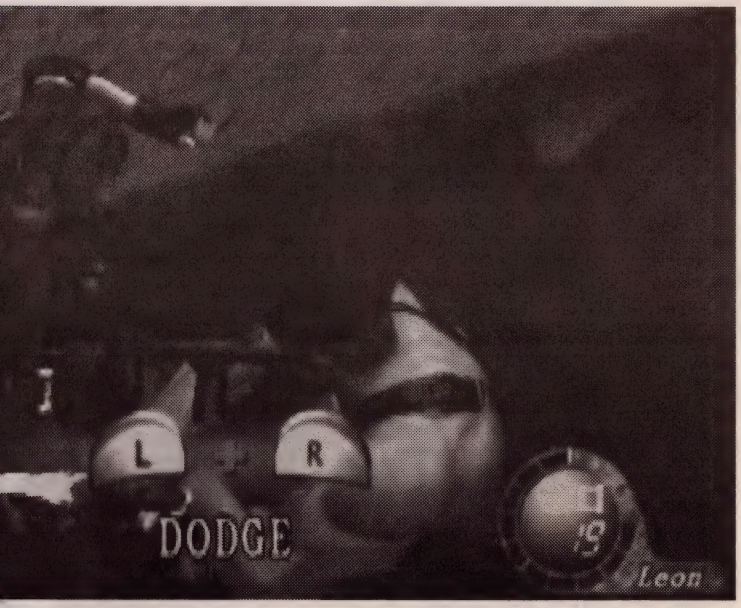
With the right timing, you can drop one of the Gigantes into the lava, but don't get anywhere near him while he's writhing or he'll pull you in.

That leaves the second one, who's tougher than his friends. If he drops his shoulder, break to the side or he'll splat you against a wall. If he gets too close for comfort, climb the scaffolding and use the pulley to escape when it starts rattling the platform.

CHAPTER 4-4
RAMON SALAZAR

Nothing will injure Salazar except shots to the eye on his monster head.
Get a few shotgun blasts on target and you'll open the otherwise impenetrable cage that protects what's left of Salazar himself. That's the monster's weak point.

Think it sounds straightforward? Well, it's not. What makes this fight



problematic is that if you expose Salazar, the head will rear up and try to grab Leon in its mouth. If it manages to connect with him, it's instant death. You've got two choices; one is to run away as fast as you can once the mouth opens and hope to dodge. The other is to launch a rocket into Salazar the moment he's vulnerable.

If this is your first time through the game, go for the rocket option. It's much easier, and ends the fight in about ten seconds.

If you need health or ammo, drop down to the floor below. You'll have to contend with an infinite number of spidery Plagas, but they only come after you two or three at a time so you'll have little trouble seeing off as many as you need to.

CHAPTER 5-2
THE IRON MAIDENS

When the first Maiden stands up, tell Ashley to hide, then run through the second gate and close it behind you. The Iron Maiden moves slowly, so the gate will protect you and let you shoot it from a safe position.

As with the Regenerators, you'll need to use the thermal scope for your rifle. Unlike the Regenerators, at least one of the Maiden's parasites is on its back. Kneecap it with the rifle, then quickly nail the parasite.

The second Maiden is on the other side of the room. You'll need Ashley to help you push the giant metal box into position so you can cross over. Once the box drops into place, tell Ashley to hide again, then run over until you hear the Maiden breathing.

Once it comes after you, retreat to your starting point, close both gates behind you and you're laughing. You'll have plenty of time to destroy the Maiden's parasites, but it'll need to open both gates before it can attack.

CHAPTER 5-3
"IT"

It's a good idea to buy the Tactical Vest

before this point. Don't bother fighting "It" at all while you're in the suspension cages – get out of them as fast as you can. Keep your fingers on the buttons in case of a quick time event and if "It" drops in front of you, just run around it. To open the suspension cages' gates, look for a green light and shoot it. Once you're on solid ground, "It" will reappear. A few Magnum slugs will kill its body, leaving the parasite to burrow into the ground and try to attack you from below. Dodge and wait for it to come back out again before continuing your assault.

CHAPTER 5-3
JACK KRAUSER

Max out your Striker's firepower before entering this fight.

As you head through the ruins, Krauser will occasionally ambush you.If he's got his gun, dive for hard cover. If he's swinging his knife or tossing grenades, avoid him until you get the chance for a QTE; after two or three successful dodges, Leon will dropkick Krauser. Now you can hit him while he's prone, preferably with the Striker.

Krauser's also got a squad of backup robots, which attack by exploding. Use your handgun to detonate them from a safe distance. You'll have to drive Krauser off twice before you can continue. Once he drops a flash grenade, he's gone –for the moment.

After your second required fight with him, push the statue onto the pressure plate and pull the lever. This'll let you reach another lever that you passed earlier, so you can open a new gate and reach the base of the tower. On the tower's roof, Krauser will play his trump cards: an extendible, bulletproof claw and a three-minute time limit. The easiest way to beat the new, improved Krauser is to fire at his knees as he approaches you. Give yourself some room to move and back away from him, then punish any mistake he makes.

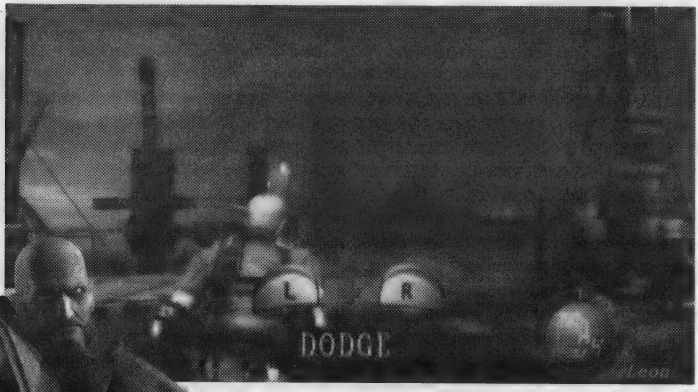
He'll often leave himself vulnerable if he misses a roundhouse kick or heavy overhead claw smash. If you hit him squarely, he'll be stunned for a split-second, which is just long enough to hit him some more.

Keep dumping firepower onto him whenever you can, as fast as you can. If you've got at least a minute left on the clock when you beat Krauser, you're in good shape. Grab his insignia and get the hell outta there!

FINAL CHAPTER
OSMUND SADDLER

As with El Gigante, you'll need to stun Osmund Saddler before you can do him any real damage.

Luckily, there's more than one way to bring him to his knees: you can do it with hand grenades, a rocket launcher or shotgun fire to the eyes on his legs and body, or you can use the construction equipment to drop one of the cranes' payloads on top of



him.

When he's stunned, run towards him so Leon can climb up and stab him in the eye. Saddler's dangerous in close combat, but his best attack is to throw a chunk of the scenery at you, such as an I-beam. You

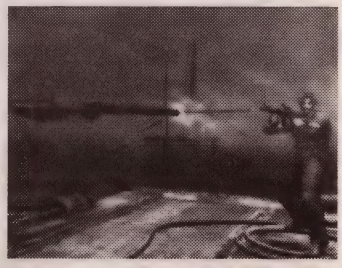
can dodge them with Quick Time Events, but the best defence is to keep moving.

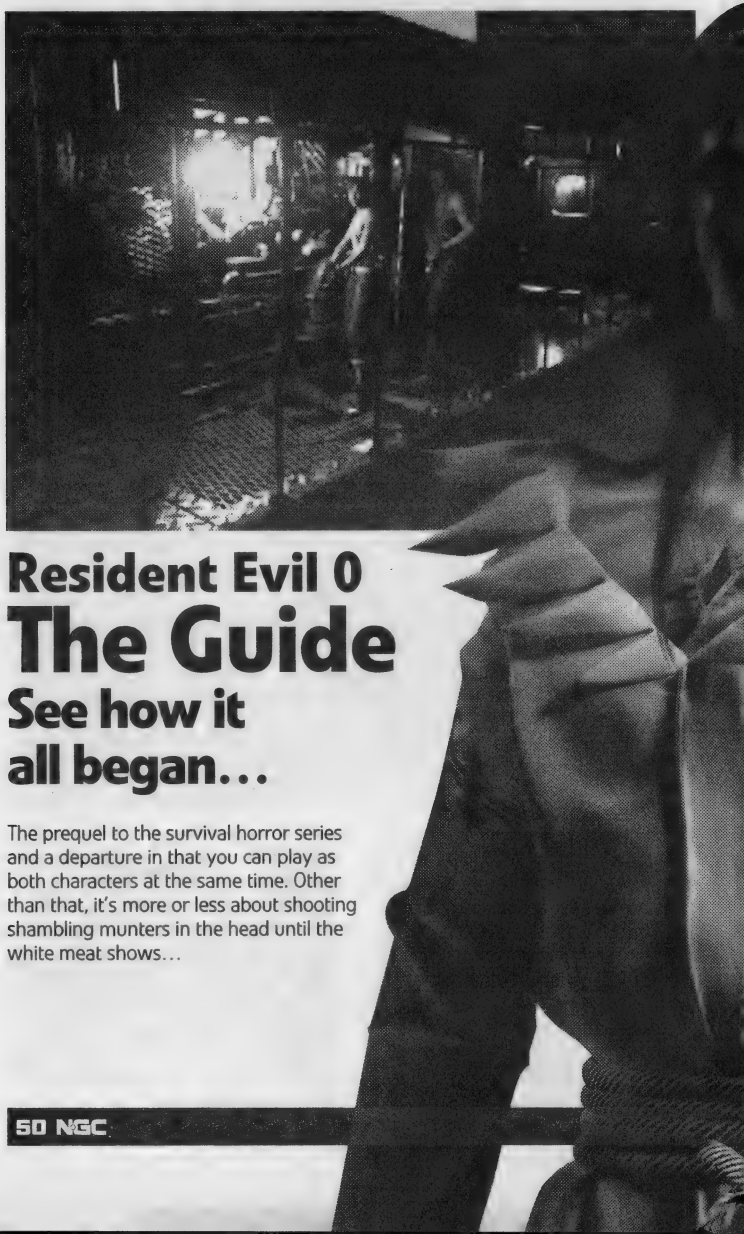
Once you've managed around eight stabs to Saddler's eye, Ada will toss a special rocket launcher onto the field. It's on the small walkway near the main platform, accessible over the pair of bridges.

Once you've got the rocket launcher, get as far away from Saddler as you can and launch the rocket. Don't worry too much if you miss; you can still beat Saddler, but it'll take a hell of a lot longer.

When he's dead, it's all over bar the shouting. Now just sit back and watch the jet-ski ride into the sunset. Well played, you've beaten *Resident Evil 4*! Now go back and do it all over again...

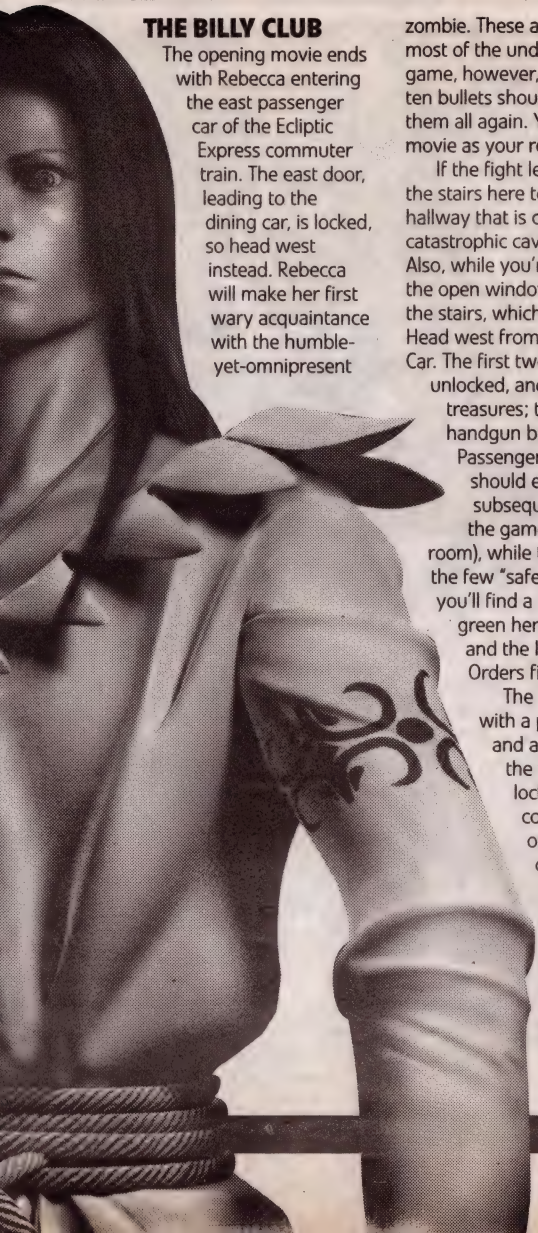
Leon





Resident Evil 0
The Guide
See how it all began...

The prequel to the survival horror series and a departure in that you can play as both characters at the same time. Other than that, it's more or less about shooting shambling munters in the head until the white meat shows...



THE BILLY CLUB

The opening movie ends with Rebecca entering the east passenger car of the Ecliptic Express commuter train. The east door, leading to the dining car, is locked, so head west instead. Rebecca will make her first wary acquaintance with the humble-yet-omnipresent zombie. These are a weaker sort than most of the undead you'll find in the game, however, and a mere eight to ten bullets should be enough to kill them all again. You'll receive a short movie as your reward.

If the fight left you injured, run up the stairs here to find a green herb in a hallway that is currently, thanks to a catastrophic caviar-spill, a dead-end. Also, while you're here, take note of the open window near the bottom of the stairs, which you'll need in a bit. Head west from here to the Sleeping Car. The first two doors you pass are unlocked, and contain many useful treasures; the first holds a box of handgun bullets and the Passenger's Diary file (if you should earn the Magnum on subsequent play-throughs of the game, it is also in this room), while the second is one of the few "safe rooms" in Zero. Here, you'll find a handy typewriter, a green herb, three ink ribbons, and the Investigation Orders file.

The Sleeping Car dead-ends with a pair of locked doors and a corpse leaning against the wall. One of these locked doors is the conductor's office; the other leads to the control room. Make a note of these locations, then ruthlessly pillage the corpse. You'll find the Train Key, which triggers a series of cut-scenes. Say "hello" to Billy Coen, say "goodbye" to

Edward Dewey, and say "die, dammit!" to some zombie dogs.

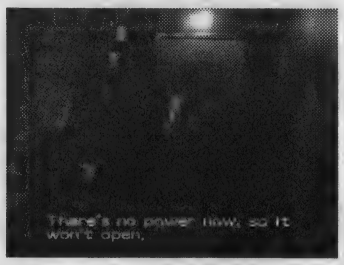
These dogs aren't quite as tenacious as those in the first *Resident Evil* were; one to three bullets will knock them down, then you can stand over them and kill them. You'll only see one dog at first, but another will jump through the nearest window once you move away from Rebecca's starting position. When they're dead, search Edward for the bullets.

Head east towards the dining car. If you just keep running, the zombies in the passenger cars shouldn't get anywhere near you. Your new Train Key will unlock the dining car, where you'll meet back up with Billy. Post-argument, claim the Notice to Supervisors file from underneath the plant in the corner. Head upstairs to meet the Leech Creature...

MONSTER ALERT! LEECH CREATURE

It takes 16 bullets to kill the leech creature, during which time you'll probably take at least one long-distance pimp-slap from its amazing bendy arms. That only applies, of course, if you choose to fight it at all. You can achieve exactly the same results if, the moment you regain control of Rebecca, you quick-turn and run back downstairs. Remember: running away like a big nancy = extra ammo.

Once the Leech Creature's 'dead,' Billy will give Rebecca 15 handgun bullets. Rebecca's agreement to work with Billy will also somehow generate, as though by magic, the Player's Manual 2 file, which will tell you all about the wild and wonderful world of character switching.



KITCHEN CONUNDRUM

Hit Start to split your characters up, leaving Billy in the dining car. Send Rebecca up the ladder at the back of the dining car to the roof. Walk around the hole up here, and reconnect the power cable.

When you land in the kitchen, gather up the green herb, handgun bullets, and the Train Key, then inspect the service lift in the corner. Put the Train Key into the lift and send it up. The door to the kitchen is currently jammed, and nothing you have in your inventory – even the eminently suitable combat knife that Billy is carrying – is going to unjam the lock. Rebecca's stuck for now.

Switch to Billy. First, you'll probably want to ditch the knife. Go downstairs; the reconnected power cable will have reactivated the door to the kitchen. The service lift is around the corner from the kitchen door, and when you open it, you'll find the Train Key. Your newest key will grant you access to the conductor's office, near the front of the train. Head on back there, but be careful, as both passenger cars have filled back up with zombies. The west car can be cleared with a simple headlong dash, but the east car is a bit more problematic. You'll want to either deliberately let a zombie have a taste of Billy, then push the noshing shufflers down and run while they're prone, or, alternatively, just shoot a couple of them.

The conductor's office, when you reach it, is full of valuable prizes. A green herb and red herb (useless to Billy, but as mixable as ever for Rebecca) are on the windowsill, the Train Map is on the wall, and the Note from Conductor file is on the floor, amid the scattered papers. Most importantly, the gleaming red candy-like switch on the wall will cause a ladder to drop down when pressed, and you'll find a locked briefcase inside the closet.

Climb the ladder to reach the train's bar. It's currently empty, save for the wily and vicious roving cutscene. When that passes, leave via the bar's front

door, across the room, to find an ice pick on a beverage cart. The hall dead-ends at another messy mass of slimy leeches (mmm), but you can still get into a handy passenger cabin. This place was clearly inhabited by an unabashed firearms enthusiast, as there are supplies aplenty here; you can find a double-sized box of handgun bullets, some shotgun shells, a first-aid spray (use it as you see fit; first-aid sprays will not penalise your final ranking in this game, unlike in *Resident Evil 2* and *Code: Veronica*), an ink ribbon, and a double-barrelled hunting gun. (The closet in the corner that's equipped with a "special lock" cannot be opened on your first trip through the game, though...)

Now is an excellent time to rearrange your items a bit. Take the hunting gun, your handgun, a bit of spare ammunition, and perhaps the first-aid spray. You'll need to be prepared, because when you attempt to pass back through the bar (with the ice pick in hand), you will immediately be confronted by the Stinger...

MONSTER ALERT! STINGER

This giant scorpion is intimidating, but it's easily dispatched once you recognise the pattern. Its only weak point is its head – a successful strike against its dome will frequently result in it covering itself with its claws, then bitch-slapping you across the room. While it does bleed if you shoot it in the body or claws, the Stinger is only appreciably injured by headshots.

Back up against the door to the hallway, and wait for the Stinger to come to you. When it approaches, shoot or stab it once in the head, aiming downwards. It'll scream in pain and back off slightly. A moment later, it'll either rear up and try to strike you with its tail, or shamble back towards you. In either event, you can hurt it and get it to back off again by shooting it in the head. Repeat this pattern until the Stinger spasms and dies; this will require more shotgun shells than you have at the moment, fifteen to thirty handgun bullets, or a sobering number of knife jabs. The latter approach isn't for novices, but it does save quite a lot of ammo.

DOG DEAD AFTERNOON

The Stinger's arrival has completely destroyed the bar, and, undoubtedly, its life-giving cache of frosty lager. Wipe away a tear and move on, but be sure to acquire the panel opener from the floor before you leave. You may wish to drop Billy's handgun here, as well as whatever bullets you

have left over; instead, be sure that you bring the ice pick, panel opener, and briefcase back downstairs with you.

Thus equipped, return to the kitchen and send Rebecca the ice pick via the service lift. She may use it on the door to unjam the lock. Leaving, Rebecca will wind up on the second floor of the dining car, where a flaming zombie has appeared (that wouldn't be a bad name for a sufficiently potent mixed drink). Simply avoid it and go downstairs to meet back up with Billy.

Thus reunited, give the healthier of your two characters the hunting gun, briefcase, and panel opener. The latter item can be used to open a steel grate on the floor of the kitchen, and reveal a crawlspace. Split your characters up and send whoever has the hunting gun through the crawlspace into the freight car, where two undead dogs are on the prowl. A shotgun shell each should do them in, whereupon you'll be free to loot. The nearby shelves hold a gas tank, a first-aid spray, and a box of seven shotgun shells. There's also a gold ring on the floor of one of the cages. You can combine the ring with the briefcase immediately to free up an item slot.

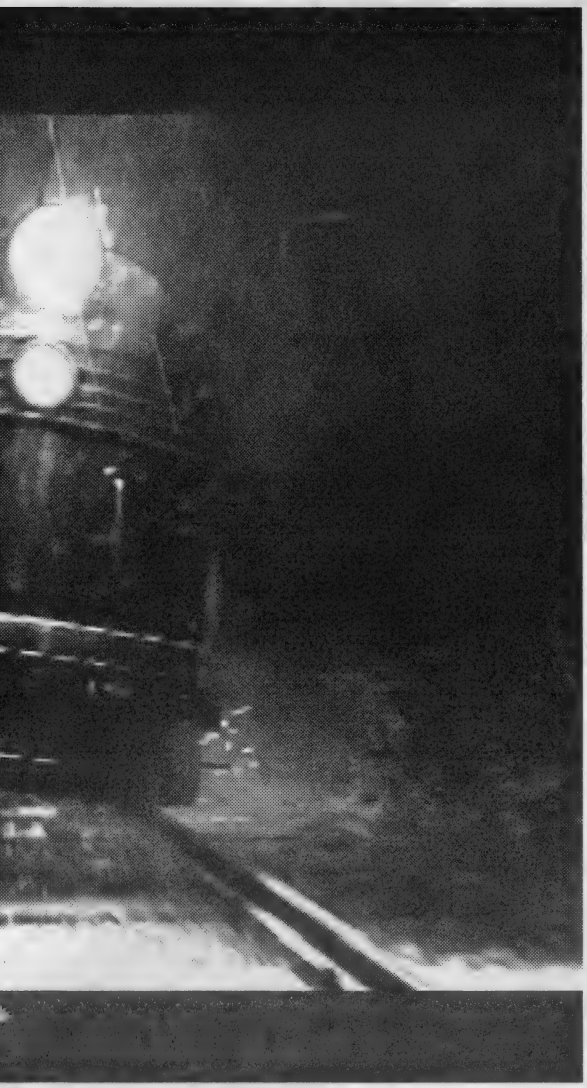
Unlatch the door to the freight car so your other character can come through, then proceed west, to the back end of the train. Out here, you'll find a release lever on the rail, as well as a hookshot, freshly stolen from A Link To the Past, fastened to the wall. Shuffle your characters' items around until one of them has two free item slots, then position that character in front of the hookshot. The other character should be stationed in front

of the release lever. Pull the release lever, then switch characters with the X-button and immediately grab the hookshot. You'll also receive the Hookshot Operator's Manual file.

With your new toy in hand, return to the west passenger car. You'll be ambushed by a zombie in the kitchen, who has been hiding in the refrigerator, Cato-style, and is the guardian of three valuable empty bottles. Dispatch him, and combine the empty bottles with the gas tank to create three powerful Molotov cocktails.

The aforementioned broken ladder can be accessed with the hookshot. Use it to get back onto the roof, where you'll find another hole in the ceiling. Drop down through it, into another passenger cabin. This one contains a zombie sentry, a combat knife, and a jewellery box on the floor of the closet. On your inventory screen, use the Check command on the jewellery box to open it and find the silver ring, which is the second key you need to unlock the briefcase. Open the briefcase to find the Blue Keycard.

You'll be able to get out of the passenger cabin after the second time you try the door. Go through the second-floor hall (which should now be clear of zombies) to reach the stairs, then descend to the passenger car to reunite with your other character. There's now only one locked door left in the train, at the back of the Sleeping Car, and now you have its key. The new Blue Keycard will open the door to the engine room. Before you go in, there'll be a relatively long movie, featuring the lonely death of Delta Team. When you do go in, don't



panic; the bodies won't animate, and the killer swarm of leeches won't come after you... yet.

RUNAWAY TRAIN

Now you have a choice to make. You'll automatically get the Brake Operation Manual file when you enter the control room, which explains that you need to operate both consoles on either end of the train to throw the emergency brake. Therefore, Billy and Rebecca will have to split up again. It doesn't matter who you send to the back of the train (although there is a special cut-scene if you send Rebecca). Whoever goes, he or she should really have the hunting gun, the better to decapitate whatever unruly zombie passengers get in the way. No ticket? Give them a spot

fine – with a nice hot bullet.

Once you've chosen which character stays in the control room, a countdown begins. Before you leave the control room, be absolutely sure that you grab the magnetic card from the top of the counter. You'll also find a box of handgun bullets on the floor.

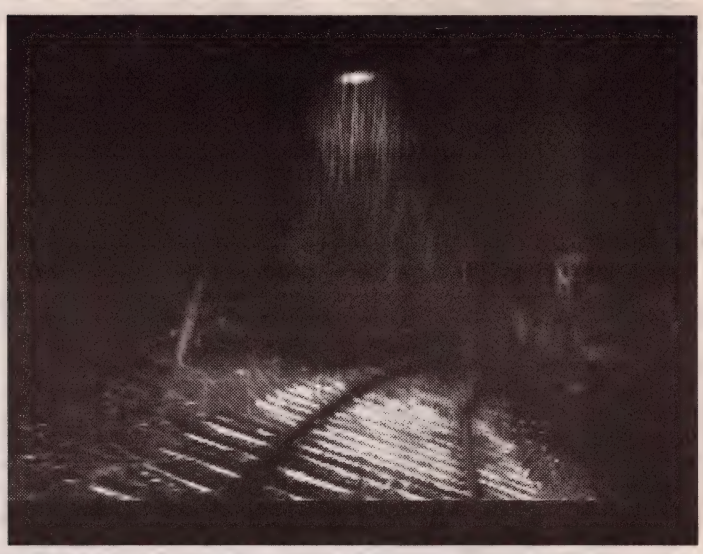
Outside the control room, you can run straight past the two former soldiers before they decide to get up. There's only one zombie in the sleeping car, near the end of the hall, but he's got his back to you; if you run right past him without stopping, he won't touch you. The east passenger car's a bit trickier – you'll want to decapitate a couple of zombies so you have room to get to the east door. Finally, the west passenger car has only one zombie, but that happens to be the undead corpse of one Edward Dewey, who retains the bulletproof vest he had in life. If you want to put Ed out of his misery, you'd better do it with a shotgun shell to the face.

When you reach the back of the train, where you found the hookshot, you'll have to use the magnetic card on the glowing console to activate the Emergency Brake...

PUZZLE ALERT! EMERGENCY BRAKE

This is simple arithmetic, complicated slightly by the presence of the timer. You have a numeric keypad, and ten steps in which to reach the number on the screen.

Remember your algebra. If y is your target number, then y represents the first nine steps in your equation



and z is the final digit of the code. Your formula is, therefore, 9y + z = x. So, if you need to reach 36, (as in the screenshot), you'll hit the 3 key nine times (3 x 9 =27), then the 9 key (27 + 9 = 36). When you're using it to kill zombies, even maths can be fun! When this console is activated, you'll be switched back to the other character, who has a similar puzzle to solve. Success will stop the train and end this chapter.

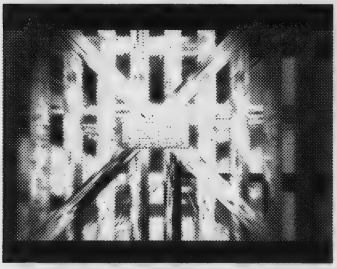
UMBRELLA TRAINING FACILITY

Your characters will regain consciousness near the flaming wreckage of the train. Whatever items you dropped or "marked" (see above) in the train are scattered on the floor, so if you left any ammunition, weapons, healing items, or the hookshot behind, take a moment to collect them before you leave.

A short jaunt through a sewer later and you'll be in the dusty front hall of yet another elaborately decorated, quasi-Victorian demesne. A long movie will shed some light on recent events , but afterwards, you are decidedly on your own.

The hunting gun, once empty, may as well be discarded. You won't need the hookshot at any point in the training facility, so you can safely leave it in the front hall. Give Billy a handgun and all the ammunition you have for it, leaving Rebecca to stock up on healing items and whatever shotgun shells you have left. Be sure you leave a few empty item slots.

There's a handy typewriter in the



front hall, surrounded by such adventuring essentials as handgun bullets, an ink ribbon, a green herb, and a red herb. Note, if you please, that there is a front door to this place, but it is currently blocked by a pair of inconveniently armed knights. Save your game if you wish, then take the east door.

In the dining room, two tenacious zombies guard one of *Resident Evil*'s signature Strange Locked Doors™, and a box of handgun bullets, which are on a dinner table in the corner. To open it, the door will require a key with a fire motif, which you lack. Remember its location and move on.

The north door leads to the boiler. A pesky steam jet blocks your progress in one direction, but an unlocked door in the other leads to a dusty storage room. Dispatch the pair of zombies therein to claim their treasure: a gas tank, a black statue and a pump-action shotgun for Rebecca.

From the storage room, send Billy up the ladder to do battle with a pack of zombies that hang out on the second floor's exterior balcony These zombies are 'horticulturalists' (insert your favourite Lock, Stock, and Two Smoking Barrels reference here), and have cultivated two delicious, nutritious green herbs for all your healing needs. Blast your way through their ranks to unlock a door on the opposite end of the balcony, which leads to the facility's conference room.

Here you will find a glowing podium, which requires a system disk before it'll do anything of lasting importance; a box of shotgun shells, and an ink ribbon on the table in the corner; and the enlightening Regulations for Trainees file on one of the desks. Pillage and plunder as you see fit, discarding useless items as required. This room will always be refreshingly monster-free – as you know, monsters hate conferences – so you can use it as an adjunct to the front hall for item storage.

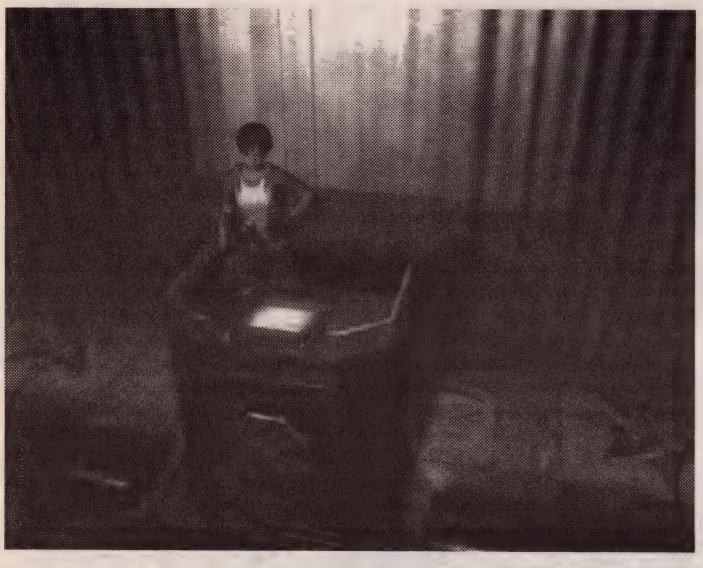
The double doors across from the glowing podium lead out to the front

hall's second-floor landing. You can ditch the black statue onto the ornamental scale that overlooks the hall, to save a little space. Also, while you're here, visit the lounge, accessible via the west door on the front hall's landing. Inside, you'll discover the Notice to All Staff file and a crank handle in an open cabinet, but be on your guard – acquiring the latter item cues the sudden entrance of a murder of undead crows.

Like any other Resi game, shooting the crows is anything other than a waste of ammunition, and Zero is no exception. They do little damage, even to Rebecca, and they fly slower than you can run. Ignore them.

With the crank handle, return to the conference room. There are two doors on the west wall, only one of which is unlocked. That door leads to a short hallway, which terminates in a red door much like the one in the dining room. Along the way you'll find a set of unlocked double doors that lead to the facility's research room. Inside, you'll discover such treasures as the Facility Map, an ink ribbon, and the mysterious Microfilm A, as well as a locked door with a candle next to it. The latter is a puzzle, of sorts, but you lack the appropriate tools to solve it with at the moment.

You can, however, have Billy use your new crank handle to operate the antique lift on the other side of the room. Rebecca isn't strong enough to turn the crank (ahem), so she gets to ride the lift up to a new area Make absolutely sure she has the shotgun before you send her up there.



Rebecca will disembark in the facility's clock tower. You'll have barely taken a step before a cockroach ambushes you; dispatch it with all due haste, using the instructions on the opposite page...

A second cockroach awaits you on the ceiling in the clock tower, but it's no threat as long as you know it's coming. A box of handgun bullets has been abandoned here, as has a perfectly good framing hammer that you, inexplicably, cannot take. Of particular note is that the facility's antique clock has been vandalised, and is missing its minute hand.

Exit the clock tower to find an old stone patio, currently occupied by some more crows. A green herb and red herb grow here, but taking them will open Rebecca up to an unpleasant spate of needless peckery. You're better off ignoring them for the moment, unless you're in truly bad shape – a bit later on, the crows will eventually abandon this area of their own volition.

The patio, in its turn, leads to a vast chamber that looks much like it was once used to feed animals. It is currently quite empty, and its only other exit is sealed with the third and final 'knight lock' in the training facility. Instead, descend the side-stairs. Unlock the furthest of the two doors in this hall, which leads to the front hall landing. You can now switch to Billy – the feeding room is safe for the time being – and meet back up with Rebecca. (Be careful, as a new zombie lurks in ambush in the hall outside the research room.) When they've

reunited, arm the healthier of the two with the shotgun and send them into the door nearest the stairs. This art storage room contains a pair of cockroaches, who have been set in place to guard a grenade launcher, a valuable box of shotgun shells, and a peculiar white statue.

Meanwhile, back up in the feeding room, have Rebecca ditch all of her items near the set of cranks on the wall. Billy is strong enough to turn one of these cranks, which will raise an old iron cage down in one of the feeding pits and reveal a shiny thing. However, Billy has to stay right there holding the crank, or the cage will drop. Therefore, send Rebecca down after the shiny thing which turns out to be the Facility Key. Sadly, nothing is ever that easy: cue the arrival of the Giant Centipede.

MONSTER ALERT! GIANT CENTIPEDE

The giant centipede is somewhat lazy and inattentive, rarely deviating from a hectic schedule of slithering about the room. What's a bit more problematic is that its carapace renders it immune to small-arms fire, which means it must be slain via attacks to its underbelly.

Arm the grenade launcher and watch the centipede's pattern. When you see a chance, run over to stand in front of the centipede and toss a grenade into its body. This does, typically, mean that you are shooting directly at Rebecca, but she doesn't seem to mind. Assuming all six grenades hit the centipede's belly, it'll start moving a bit faster and a lot more erratically. Switch to the handgun, for the greater rate of fire and

manoeuvrability that it affords, and put 15 bullets into its meaty parts. That should do the trick.

When the centipede dies, re-equip the freshly rescued Rebecca. You've work to do. Your new Facility Key, you see, when examined, turns out to be the Fire Key. Thusly, you may use it to unlock the doors you've seen with the fire emblem.

The door in the dining room leads to the kitchen, where you'll find three empty bottles and a bottle of lighter fluid, which can be used to fill Billy's lighter.

His lighter may, in its turn, be used to light the candle in the research room, which will open the way to the library stacks. There, after you cope with a messy zombie infestation, you can pick up a pack of grenades and, after Billy shoves an inconvenient bookcase out of the way, find the Book of Good in a hidden

alcove. Examine the book in your inventory screen; inside it, you'll find the angel wings. The wings may be combined with the white statue to form the Statue of Good.

While you're in the neighbourhood, you may as well check out the second 'fire door', outside the research room. Unlock it and discard the Fire Key, then go inside to find the assistant director's office. Have Billy push the table against the far wall, then check the desk for some shotgun shells, handgun bullets, as well as the Assistant Director's Diary.

But wait! There's more to this. As Billy, step over the table and push it underneath the moose head above the fireplace, then turn on the lights with the switch on the wall. Now, step up onto the table, to find the glittering iron needle hidden within the moose's antlers.

With that in your hand, cut back through the front hall and feeding pen to reach the clock tower. The iron needle will fit neatly into the clock, and, when you turn said clock to 8:15 (as recommended by the Notice to All Staff file), you'll trigger two time locks in the facility.

One of those formerly locked doors, as luck would have it, is right outside the door to the feeding pen, on the east side of the front hall's second-floor landing. Check it out, and you'll find several zombies in a luxurious meeting room. They have obviously come here to discuss the postmodernist sentiments expressed by the mystifying Verse of Poetry file. Contribute your opinion to this debate – with bullets – and, while you're at it, swipe the Microfilm B and another box of shotgun shells.

Now that you've got both pieces of microfilm, you've got everything you need to unlock the 'knight doors'. Send one character, and only one character, into the west hall on the first floor, or else you'll be forced to contend with a leech creature in the hallway. The first door you come to leads to the facility's lone bathroom, where you'll find a green herb, a gas tank, and three empty bottles. Taking any of these items will elicit the appearance of a second leech creature, but you can run right past him for the exit.

The door at the end of the hall leads to the facility's audio-visual room, complete with a box of bullets, two zombie film aficionados, and a conveniently running microfilm projector. Insert Microfilms A and B into it to receive the Microfilm Image file and the MO Disk.

The MO Disk, when you use it on the podium in the conference room, will cough up a randomly generated two-digit passcode. If you look at the Microfilm

Image, each desk in the conference room has been assigned a number or letter, and furthermore, each desk in the conference room has a small computer panel on its surface. Split your characters up, and move them to the appropriately labelled desks; you'll know when you've chosen one of the right desks, because it'll light up when you press its button. Use the panels on the appropriate desks, one right after the other, and you'll unlock the 'knight doors' throughout the facility.

Two of those doors are completely irrelevant at the moment. The feeding room's 'knight door' leads to the facility's observatory, where you can snatch up some carelessly discarded handgun bullets and find a control panel with three strangely shaped hollows. (It's business as usual, then. Sigh.) You'll also find a set of locked double doors on the southern wall of the observatory, but those won't come into play until much later.

Going out the front door of the facility will, likewise, prove largely fruitless, but you may notice an elevator that's missing a battery, and a gleaming item atop one of the facility's ornamental pillars. Naturally, the bridge leading out to the outside world has collapsed.

The 'knight door' in the conference room, on the other hand, is well worth your time. Through it, two zombies stand in silent, undead vigil over the facility's director's office and the infirmary.

The infirmary is, by far, the less exciting of the two locations. Here, you'll find two more zombies – which says a great deal about the quality of the medical care at this fine institution – who have hoarded two blue herbs and a first-aid spray. There's also a big tankful of green chemical for Rebecca's Mixing Set, which is worth taking. The director's office is a little more entertaining. A case of rare napalm rounds, a box of handgun bullets, and an ink ribbon are being used as dusty paperweights. Furthermore, it seems the director was apparently a chess fetishist

Once you've solved the Chess puzzle, you'll find the Book of Evil inside Marcus' desk. Just as was the case with the Book of Good, the Book of Evil is a hiding place for bizarre statuary. Examine and open the Book to find the Black Wing, which can be combined with the Black Statue to

form the Statue of Evil. Using both it and the Statue of Good on the balances in the front hall will open a secret passage – arguably the most obvious secret passage of all time – behind the painting of James Marcus.

The secret passage is crawling with giant spiders – our favourite monsters, and yours too, we know – so it's a good plan to arm your characters with the blue herbs from the infirmary. Simply hit the bottom of the stairs running, and outmanoeuvre each spider as you come to it; a spider that's clinging to the ceiling or wall as you pass is, essentially, a free dodge for you.

There's a side door in the secret passage, but it's locked for the moment. The door at the end of the hall is not. Inside, in the observation room, you'll find a green herb, a blue herb, an ink ribbon and typewriter, the training Facility Basement Map, and the ominous Correctional Institute Inmates List file.

Don't leave anything important down here if you can help it, as once you leave, you have no reason to come back. Swap the handgun and ammo to Rebecca, while you weigh Billy down with the shotgun, whatever shells you have left, and a healing item or two.

INTO THE TORTURE CHAMBER

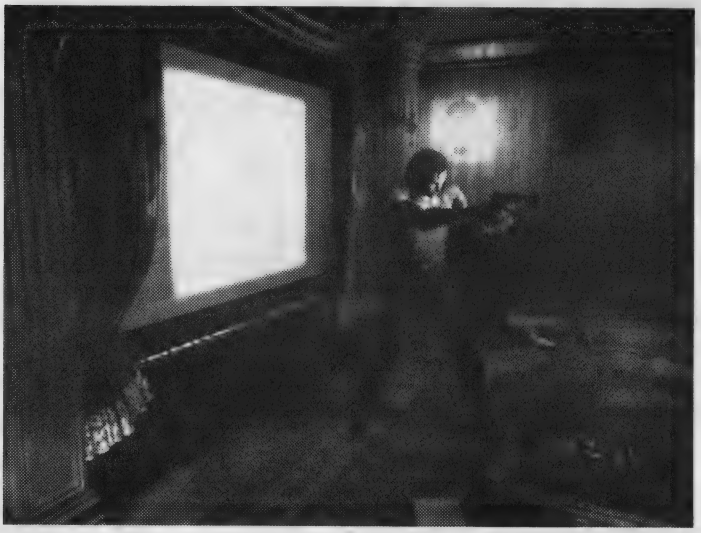
Go into the prison cell and give Rebecca a boost through a helpfully uncovered vent, and into the torture chamber next door. Aside from the picturesque design (by Torquemada?), there are precisely two things of any use here: the About the Power Regulator file, abandoned near the

locked exit, and the power regulator itself. Solving this puzzle will unlock the door to this room, the side door in the secret passageway outside, and stop the steam jet in the boiler room.

Rebecca's success will, sadly, also cause our nightgowned friend to unleash a pack of the vicious Eliminators from elsewhere in the facility. When the parade of cut-scenes and movies ceases, you'll be in control of Billy, who must rescue Rebecca before she falls to her death. Don't worry too much about a time limit, though – Rebecca belongs to the Rinoa Heartilly school of damsels in distress, and will cling to her perch until you get around to saving her.

This might be the trickiest part of the game, especially if you don't know what you're doing. To save Rebecca, turn around and leave the basement. You'll find that a pair of Eliminators have moved into the observation room; run right past them. If you're running low on ammunition, the monitor room – in the spiders' hallway – is now unlocked and populated by a single zombie. (He has a friend, but that friend is a rare "sleeper" zombie, and will not bother you unless you allow him to nosh on Billy's leg.) The monitor room holds three boxes of handgun bullets, a gas tank, and a box of shotgun shells.

From the basement, go through the dining room (where the dead man slumped against the sink will reanimate), into the boiler room (where two green herbs, a red herb, and a blue herb await your dining pleasure), then downstairs. You'll find a large room featuring a ring of statues, where three Eliminators are on the



prowl. Dispatch them if you see fit – we usually do – and find the room that was indicated on your map. Billy will rescue Rebecca just in the nick of time. After a long, exposition-laden series of movies and cut-scenes, you'll find yourself in a save room, complete with an ink ribbon.

Now that the Eliminators are here, they've decided they're moving in. There are now killer monkeys in the torture chamber in the basement, and in the northeast hall, southwest hall, and exterior balcony on the second floor. This shouldn't create any problem, but bear it in mind. Nothing will ruin your day faster than absent-mindedly wandering into a hall and getting a face full of mutant baboon.

As long as you're here, you may as well explore the second and third sub-basements. This floor also features a slightly complicated animal puzzle...

PUZZLE ALERT! PREDATORS AND PREY

You passed a ring of statues en-route to save Rebecca, each of which features a cryptic inscription and an unlit torch. There's a wrought-iron gate behind the statues, and if you light the statues' torches in the correct order, using Billy's lighter, the gate will open. The animals on the statues form their own little food chain – you have to light the torches in order, from the first animal to die to the last. Each of the statues' inscriptions holds a key to that animal's killer, and frequently, to its prey. The correct sequence is: deer, wolf, horse, lion, snake, eagle.

Solve the puzzle and the iron gate opens – it barred your entrance to a sleeping area. The side door leads to a single bedroom, where you'll find a trio of empty bottles on a desk, and the Unity Tablet in the fireplace. The end door is the entrance to a small barracks full of zombies, but the only reason you want to go in there at all is to pick up the Management Trainee's Diary file. No one will think ill of you if you duck into the room, swipe the file, and run right back outside without a fight. Really.

GOING UNDERGROUND...

At this point, it's an excellent idea to have the grenade launcher with you, or at least the shotgun. Furthermore, you'll want to grab some items that cure poison.

The third sub-basement is a bit more fun. When you first enter it, you'll find a flight of metal stairs leading straight down into the lair of another trio of spiders. These guys are even easier to dodge than their cousins in the first sub-basement, since they tend to hang out on the walls and ceiling.

Your goal in the third sub-basement is to reach the end of the spiders' hallway, but there's a short, optional detour here. There's a side door in the hall, through which you'll find a small room that overlooks the facility's underground river. Slaughter a pair of inattentive cockroaches, and you'll find a Locker Key.

The spiders' hallway leads to the facility's testing area and armoury. Head upstairs upon entry to find two boxes of handgun bullets, a box of shotgun shells, and a single Magnum bullet under the counter. If you bothered to grab the locker key, it'll open the large metal... locker... here, where you'll find a duralumin case. Flip the case over with the Examine command to discover its combination

– 385 – so you can open it. Inside are the handgun parts, which you can combine with either Billy or Rebecca's handgun to create the surprisingly effective Custom Handgun.

From the armoury, you'll see something gleaming down in the maze, and as we all know by now, 'shiny' equals 'treasure.' Equip Billy with the grenade launcher, if available, or the shotgun, and send him into the maze, alone. Rebecca, from the booth, can use the buttons on the console to raise and lower the iron grates.

First, press the L-button on the panel. As Billy, head down a screen so you can grab a case of acid rounds from the floor, then go back around to the top of the maze. When he reaches a grate, switch to Rebecca and press the centre button, then run Billy past the newly lowered grate and press the R-button. Billy should have fetched up next to a red button on the wall of the maze. Push it to retract the grates in the wall, thus granting you access to the shiny thing, as It's worth mentioning that the Training Facility is still accessible from here. The doors you entered the observatory through used to be on the north side, connected to the feeding room on the third floor; now, due to the observatory's rotation, those doors lead to the exterior balcony on the second floor. You can go back to the facility and collect whatever items you left behind, if you like, but you'll have to dodge a pack of Eliminators to do it. The formerly locked double doors on the southern side of the observatory are now open, and lead outside to the chapel. The gazebo near the chapel has a pressure plate in its floor; if one character stands on the pressure plate, the door to the chapel will unlock.

Using Rebecca to hold the plate down, equip Billy with the grenade launcher. The chapel is peaceful at the moment, but that'll change shortly. Investigate the safe room near the altar for an ink ribbon, shotgun shells, and napalm grenades, then re-enter the chapel, and prepare to confront the Giant Bat.

Once the bat is defeated, take a quick trip back outside to drop the grenade launcher and pick up the hookshot. As you've noticed by now, there's a big hole in the roof, courtesy of the bat, and you can use the hookshot to get up there.

From the roof, climb down the ladder to reach the back yard and throw the power switch. This'll activate the elevator on the chapel's west side. Grab a red herb from the grass and unlock the wrought-iron gate to reunite with Rebecca.

The elevator will take you both down to a subterranean hall, boasting a wrecked staircase and a single door. Here, in an old research room, you'll find another service lift, an ink ribbon, and the Marcus' Diary 2 file. There's another hole in the ceiling here, so you'll want to be breaking out the old hookshot again…

PICK AND MIX

It's probably better to send Rebecca upstairs, as you'll need her mixing set in a few minutes. Equip her with the trusty shotgun and a fistful of Molotovs. Downstairs, Billy can scrape by with the custom handgun, but definitely leave three or four Molotovs with him.

Climb up onto the floor above and drop the hookshot. You won't need it

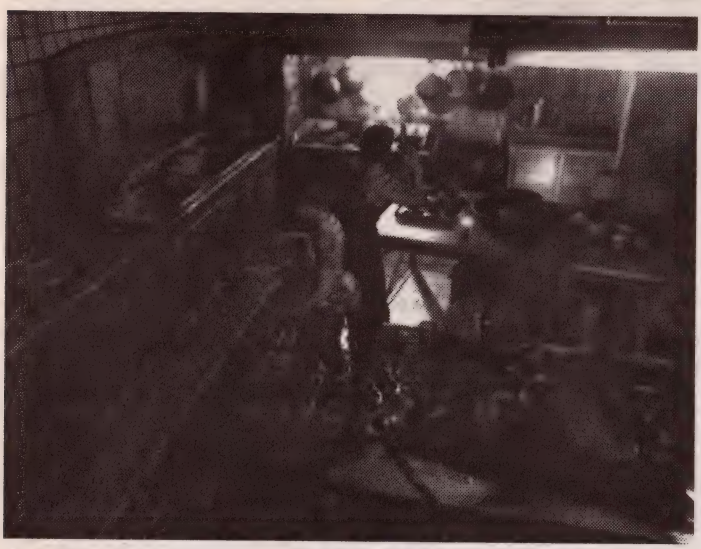
again for a while. The Laboratory Manager's Diary file is on the desk chair, and a gas tank is on the bottom shelf of a nearby bookcase. You'll round the next corner to find a leech creature staring you down, but a quick barrage of Molotovs should settle his hash. He was standing in front of a well-lit display case; inspect it and push the button to get the leech capsule. Further, you can find a few more empty bottles in the rack of chemicals next to the display case, and the lab map is on the wall.

Go through the door next to the lab map and you'll find yourself on a balcony overlooking the elevator hall. Push the button on the wall, and you'll reveal a previously undiscovered part of the elevator hall. This brings a leech creature out to play, but it also reveals two more doors, green and red herbs, and a tank of red chemical.

Those doors are important, but neither of them can be opened at the moment. One sports a blue bas-relief of James Marcus himself, and, instead of a lock, features something that looks vaguely like a poorbox. The other door has a combination lock on it, but the dial of the lock's been removed. Remember both of these.

Back on the balcony, the closest door's locked. The next one leads to a machine room, where you can find a green herb, an ink ribbon, a gas tank, and a few more empty bottles. Aside from its loot, that room's useless for the moment, so turn around, leave, and go through the door at the end of the hall to reach the lab.

Watch out for the sleeper zombie on the floor. Take some shotgun shells and the Leech Growth Records file. If



you happen to be Rebecca, put the red chemical into your mixing set. If you've already got the green chemical, you'll create the stripping agent. As Marcus' Diary 2 would suggest, you may then combine the stripping agent with the leech capsule to get the B1 leech charm. (If you sent Rebecca upstairs, then she's got everything she needs; there are tanks of both the green chemical and the red chemical on this floor. If she's cooling her heels in the reference room, then things get a little more complicated. Hopefully, you filled her mixing set with the green chemical back in the infirmary, so all you need to do is grab some red chemical from the tank in the elevator hall. Otherwise, to get the green chemical, you'll have to run all the way to the infirmary in the Training Facility and back, through several packs of eliminators.

There's an operating room connected to the lab, in this room you'll find the other stop for the service lift. Blow away the three zombies who've set up shop here, and send the B1 leech charm down to the ground floor via the lift. That charm is just what you need to open the strange blue door in the elevator hall, and access Marcus' study.

Take the handgun bullets from Marcus' desk, and rifle through the bookshelves for the Input Reg. Coil. When you take the latter item, you'll also get the Old Photograph file.

The storage room at the back of the study holds a number of expensive-looking objects, but our only interest is in the Green Leech Charm. Grab it and head back to the reference room, so you can use the service lift to send it upstairs.

Switch characters and take the Green Leech Charm from the lift. Further into the operating room, you'll find a first-aid spray, the Investigator's Report file, and a second door bearing Marcus' face. The charm will open that door and let you into the morgue. Inside, you'll find two boxes of those invaluable morticians' tools, some handgun bullets and a canister of sterilising agent.

Time to head back to the lab. Use the sterilising agent on the console with the glowing light, and it'll detoxify the gas in the small glass room. Inside, you'll find a zombie and the Breeding Rm. Key. You've only seen one door in this entire building that's just plain locked, right? You'll be ambushed by a pair of Hunters in the breeding room, but that's why you have the shotgun handy. Take their hoarded treasure – the B.O.W. Report file and the dial – and return to the operating room.

Send the dial down to the ground floor, then switch characters and use the dial on the locked door in the elevator hallway. You've already got the code, assuming you read the Leech Growth Records and Laboratory Manager's Diary files. It's 4863.

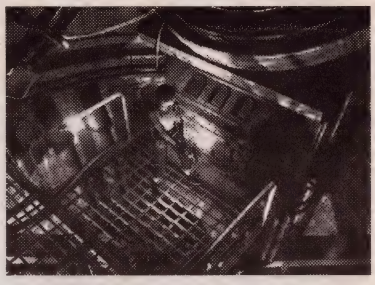
The combination lock leads to the lower floor of the machine room, where you'll find a parked cable car. Throw the lever on the wall, and you'll connect a ladder to the balcony overhead, enabling your characters to meet back up. There's an Output Reg. Coil on the floor near the the ladder.

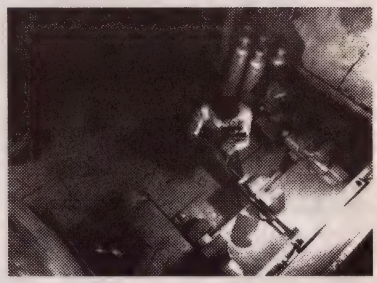
Send your characters back to the observatory to collect whatever items you think you'll need for the rest of the game, particularly the grenade launcher. Be sure to retrieve the

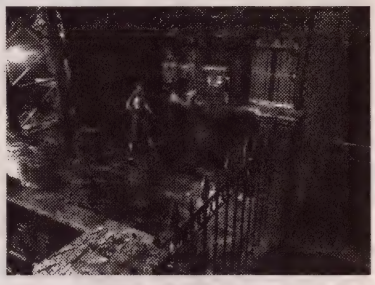
hookshot. To start the cable car, one of your characters has to use the hookshot to climb into the control room through a hole in the floor, then use the Input and Output Reg. Coils on the console. As a parting gift, remember to grab the shotgun shells that are lying on the floor. To escape the control room, simply unlock the door from the inside.

TRAM JAM

Things start to get slightly problematic at this point. While you can retrieve whatever you have to leave at this tram station, it'll be a pain in the arse.







Give Rebecca the shotgun, shells, any Magnum ammunition you've picked up, and a 100 per cent healing item if one's handy (such as a first-aid spray or a herbal mix). Leave an item slot free.

Billy should be loaded down with the grenade launcher and whatever rounds remain for it. Fill your remaining item slots with spare healing items, Molotov cocktails, or, if you prefer, the Custom Handgun and some bullets.

When you're ready to leave, get both characters down to the bottom floor and try to enter the tram car.

Things will, of course, not go quite according to plan, and the next thing you know, Rebecca's facing down a leech creature, all by herself. You may dodge it, which may be the smarter option, or shower it in burning petrol, which is more satisfying. The slash Rebecca took from the Eliminator in the cut-scene actually did take away some of her all-too-finite health, so make sure that you're careful.

Said leech creature has ripped out the Output Reg. Coil in the control room, so you'll need to go reattach that. This time, when you enter the cable car, you'll leave… but alone.

TREATMENT FACILITY

Inside the tram, appropriate the Magnum from the dead man, then throw the lever to set the cable car moving. Whatever you do, don't leave anything inside the car, because you won't be able to get back into it once you leave.

At the next station, discard the shotgun and shells to free up some space, then go upstairs and take the unlocked door. You'll find yourself in a warehouse that may seem familiar…

Take the lift in the foreground down and run around the edge of the elevator shaft to the monitor room. Check the single working screen, then take the Factory Key. As you get ready to leave, arm yourself with the Magnum. A Hunter will appear suddenly as you round the corner, as though begging you for a bullet; once you shoot it, wait there for a few seconds until its companion comes shambling into view.

Your new Factory Key works in the console in the small office just off the

warehouse, where it'll call the turntable back up. This office deals in unique cargo, as represented by the handgun bullets and grenades scattered throughout. There's also an ink ribbon on the desk, for all your saving needs, as well as a hidden first-aid spray inside the open cabinet by the door, and an arguably unimportant factory map tacked up on the wall.

Go back outside and check out the freshly arrived turntable. Use the console near the back to send it down. You'll find yourself on the top floor of another laboratory.

There's something shiny on the ground in front of the elevator to the west, and you need it; if you should have to discard something to pick it up, like a healing item, be sure to discard said item in front of the rockfall to the east.

Before you can take the Elevator Key, you'll meet up with Enrico Marini. He will subsequently disappear. The Elevator Key works to operate the door next to the rockslide. As the lift hums to life, watch out; there's a special guest star on deck...

MONSTER ALERT! TYRANT

Please table all questions about exactly what the hell this thing is doing here until after you shoot it dead.

This is one of the tougher Tyrants in the series's history. You can count on burning through nine to 13 Magnum rounds on it before it falls; if you don't have that many, for whatever reason, then either start in on Molotovs or go back to get the shotgun before the fight. Using the shotgun on the Tyrant, however, is really only good for a last

great act of defiance.

The Tyrant's attack pattern is very simple. It will stand there for a moment; roar, and then jump at Rebecca with a sweeping claw rake. Run to the side as it begins the leap, and you should, just barely, clear its claw-arc. Then, while it recovers, rush to the furthest point from it in the area and shoot it a couple more times. When it hits the floor face-first and struggles to get back up, it's done

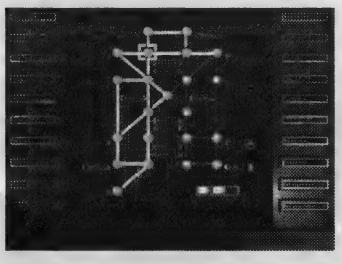
Once you finish off the Tyrant, its death occasions the arrival of the elevator. There are four stops on this lift, counting the floor you're on. The first floor takes you back to the train yard at the bottom of the Training Facility, while the second floor is a stop on a narrow walkway on the turntable's shaft. There's a Hunter standing guard here; fell it with a single Magnum round, then loot the place. You can find such valuable prizes in this area as Magnum rounds, handgun bullets, a green herb, and a red herb. Even better, the door at the end of the walkway leads back to the stopped tram, so you can reclaim the shotgun you dropped there earlier.

The fourth stop on the lift will bring you to the Treatment Facility, the final stage of *Resident Evil Zero*. A pair of movies will herald this event, and after that, feel free to leave via the southern door to find the facility's control room.

There's a gas tank just inside the entrance, and handgun bullets on the security desk, next to an ink ribbon waiting patiently beside a typewriter. Before you do much of anything else, you'll need to solve yet another power-related puzzle...

PUZZLE ALERT! POWER STATION

The hard-working men and women at Umbrella (Motto: "Tuesdays Are Guess-What-Mutagen-I-Just-Injected-You-With Fun Days!") have, yet again, provided you with a humorous distraction from your humdrum routine of fighting the undead. The rules of the puzzle are quite simple: you must light up the entire grid in three moves. Each button you press will light itself up, as well as the two buttons next to it in every direction.



With the power turned back on, the lights and lift will work. Ditch the Magnum and any remaining bullets for it here, for the moment, and descend into the facility with the shotgun in hand.

Blast a few zombies, then collect some empty bottles, a green herb, and a red herb from the floor. The last leech creature in the game is lurking in the next corridor, so before you step on its turf, take a moment to mix up a few Molotovs.

The next door you come to is missing its handle. Past it is the treatment facility's bar, which has been largely depleted by the hard-drinkin' men of Umbrella. They've left some empty bottles in the corner for you, thoughtfully, and the Treatment Facility map is hung on the wall.

Downstairs from the bar, something shiny is atop the nearby hill, but your only method of attaining it – a handy forklift – currently lacks a battery. No matter; collect the green and red herbs that grow out here and move on. The drainage room next door has a fresh box of shotgun shells under the counter, and as you pass through it, make note of the handle that's on the other side of the drainage ditch, out of reach.

Through the drainage room and downstairs, you'll finally catch back up with Billy Coen. Pick him back up, then head back to the drainage room. Here, you'll come across a slight problem involving some floating crates. Speaking of *Resident Evil 2*...

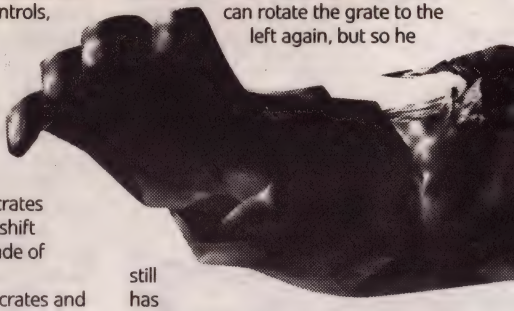
Billy may have half a lake in his lungs right now, but he's still strong

enough to go down there and shove a few crates around. Leave Rebecca on the top level to work the controls, and send him down the ladder to get to work.

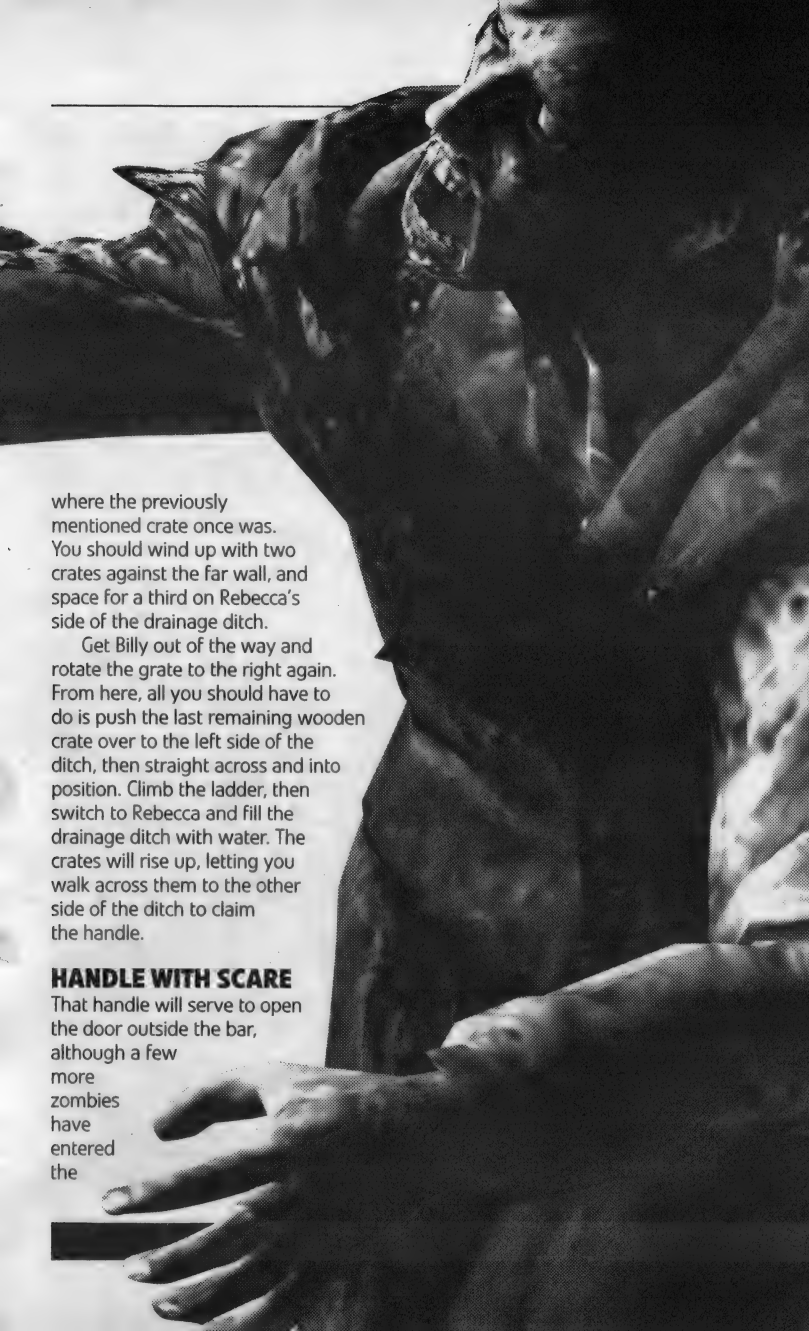
Your goal is to push all three wooden crates against the far wall of the ditch, so that when the ditch gets flooded, the crates will float and create a makeshift bridge. The grey crate is made of metal, so it won't float.

Climb over the wooden crates and shove the metal crate over to the right side of the ditch, relative to this screen. Get Billy out of the way, then have Rebecca rotate the grate to the right.

Switch back to Billy, and push the wooden crate on the left straight forwards, until it's partially in front of the small drainage alcove, closer to the far wall. You want to get Billy into that alcove and clear the way, so Rebecca can rotate the grate to the left again, but so he still has clearance on either side of the crate.



Now, there's a wooden crate that's already in position against the far wall. Push it all the way to the right wall. Now, take the crate you've moved over here and shove it against the far wall,



where the previously mentioned crate once was. You should wind up with two crates against the far wall, and space for a third on Rebecca's side of the drainage ditch.

Get Billy out of the way and rotate the grate to the right again. From here, all you should have to do is push the last remaining wooden crate over to the left side of the ditch, then straight across and into position. Climb the ladder, then switch to Rebecca and fill the drainage ditch with water. The crates will rise up, letting you walk across them to the other side of the ditch to claim the handle.

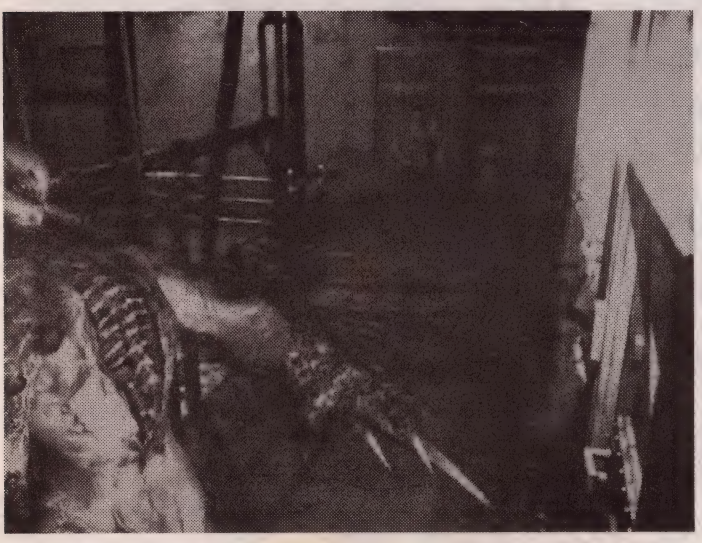
HANDLE WITH SCARE

That handle will serve to open the door outside the bar, although a few more zombies have entered the

area since you've been here last. Dispatch them, and split your characters up. Becky and her shotgun should enter the newly handled door first, the better to dispatch a pack of disquietingly naked zombies who lurk within. Meanwhile, send Billy back to the security room to retrieve the Magnum.

With the zombies dealt with, send Rebecca up the ladder on the wall. The balcony is inhabited by two green herbs, a single, lonely zombie – this shotgun shell will be its friend – and a dead man, who still clutches the Investigator's Report 2 file. Further, there's a dusty tank of red chemical, which should be put in Rebecca's mixing set.

Switch to Billy and the Magnum and proceed from the naked zombies' former lair through the east exit. You'll find a short hall



inhabited by a pair of Hunters, who both require Magnum pacification.

Those Hunters were set as sentries to the last safe room in the game, which, above and beyond its obvious use as an item cache, contains such treasures as an ink ribbon, a case of napalm grenades, a box of handgun bullets, a first-aid spray, the About Battery Fluid file, a red herb, and a green herb. Useful…

Leave the safe room via the east exit, go downstairs, and across the bridge. You'll come to a roomful of disturbingly naked zombies; the Treatment Plant Manager's Diary, and a box of shotgun shells are in the corner of the room. The large hole in the wall turns out to be the loading point for a gondola (the cable-car kind, not the Venetian kind). This gondola is a rather high-tech model – and without its motherboard, it won't work. Take the lift in the corner down to B9, where you'll find a single door. It leads outside, across a dam, but all that's here for the moment is a pair of green herbs. To get anything done here, you'll need to circle the bank of machinery in the centre of the room and hit the glowing button on the wall, but do so with your Magnum in hand. Trouble's coming your way in the form of another Tyrant. Treat him to some bullets forthwith.

MONSTER ALERT! TYRANT #2

This Tyrant isn't as tough as the last one. It 'only' takes nine Magnum rounds to drop, but you're somewhat hamstrung by your environment. The corners of the walkway can work for you, forcing the Tyrant to abort its leap attacks in favour of slowly making its way towards you (thus absorbing Magnum rounds the whole way), but if you get pinned in either corner, it'll cost you a lot of blood to get back out. The fastest way to get out of this is, simply, to start firing the moment you get the chance. If you open up the moment you regain control, or if you bring both Rebecca and Billy down here, you'll probably drop the tyrant before it gets the chance to attack

The button drops a ladder, which leads to an otherwise-inaccessible part of B8. You'll find the motherboard here. Take it back to the gondola's control panel and plug it in its slot. Rebecca's about to go on a little ride, all by herself…

The gondola will drop Rebecca off inside the dam's control room, where, with the turn of a lever, you'll raise the bridge on B9. Pick up a case of acid grenades near the wrecked stairs on one side of the room, then hit the computer room via the only available door. The industrial water, acid grenades, and tank of blue chemical are all contained therein.

Combine the red chemical in your mixing set with the blue chemical, and you'll make sulphuric acid. Now, mix the acid with the industrial water, as suggested by the About Battery Fluid file, to make battery fluid.

Unlock the door next to the tank of blue chemical, and you'll open the route for Billy to meet back up with Rebecca. Switch to him, and backtrack from wherever you left him to the room on B8 where Rebecca found him before. He can now go through the door on the south wall to find the computer room.

ASSAULT AND BATTERY

Hit Start to join your characters up again, then go downstairs. Billy can give Rebecca a boost to reach the empty battery on the shelf, and, predictably, the two cockroaches in storage will break out right after you get it.

Combine the battery fluid with the empty battery to make the hi-power battery, then backtrack to the broken forklift. While Rebecca installs the battery in the forklift, get Billy to step up onto the crate it's lifting. When she pushes the button, the lift will take Billy up to the keycard.

Head back to the dam at B9. With the bridge up, you can reach the incinerator, but first you'll have to deal with the Lurker.

MONSTER ALERT! LURKER

A Lurker attacks with its great googly tongue. If you're hit with the tongue at long range, it'll do mild damage, but closer up, it'll coil around the legs of your character like a bola. The Lurker will then drag its victim into its waiting mouth. You can hammer on the buttons to get free, or set your partner to Attack mode and hope the Lurker gets killed before you do. The simpler solution is to just run like hell, so if the Lurker does show up, it won't get the chance to attack.

Past the dam, you'll find handgun bullets at the bottom of the broken stairs. Go around the corner, past the two naked zombies (ugh), to find shotgun shells and a locked door. Your keycard will take care of the latter.

Step through the door and grab a

box of Magnum rounds from the floor at the end of the hall. Now prepare your characters and step through to confront the penultimate boss: the Ultimate Leech Creature…

MONSTER ALERT! ULTIMATE LEECH CREATURE

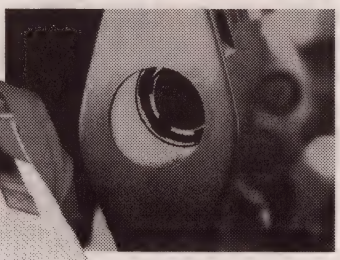
At the beginning of the bout, fighting the ULC isn't that much unlike going up against a big, slow leech creature. It attacks with long-ranged slaps, a double slash that hits just about anything in front of it, and a short-ranged stranglehold, but has a hard time dividing its attention between two targets. Your best bet may be to split your characters up and take control of Rebecca, who can blow large holes in the ULC while he's concentrating on Billy.

Use up any Molotov cocktails that you might have, then switch to other weapons. You want to conserve the Magnum for now, so use the grenade launcher. Acid rounds seem to work best against the ULC, followed by napalm grenades, normal grenades, and the shotgun. When you've done about half-damage to the ULC, it'll sprout tentacles from its back and turn its offensive up a notch. Should one of its wild haymakers connect, whoever's hit will go flying across the room. By now, the ULC is reeling, and a few more grenades and shotgun blasts should put it down for good.

Upon his second, and presumably final, death, Marcus will drop a pair of shaft keys, much like a piñata does candy. Furthermore, if you have a nosey around the incinerator room, you'll find a box of Magnum rounds in an isolated corner.

Have each character grab a shaft key, and use one key on either console at the same time to open the door to the freight elevator.

Before you go up, the shelves here are packed with useful items. A typewriter on the table is bordered by handgun bullets and an ink ribbon; you'll also find two first-aid sprays, a case of grenades, a box of shotgun shells, a green herb, and a red herb. Take everything you can carry, then

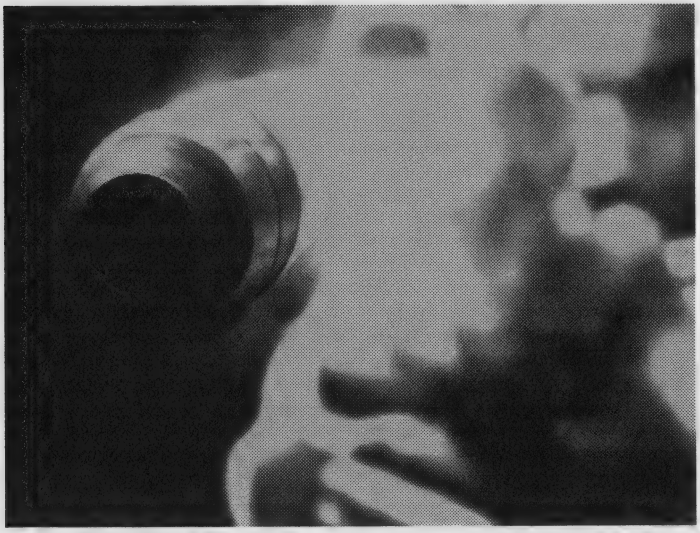


activate the lift

QUEEN LEECH

You have five minutes, starting now, to win this fight and escape. At the start of the fight, bombard the Queen with everything you have, especially grenades, until a cut-scene kicks in. You are in a bit of a hurry, so don't spare the firepower. You'll be given the Gate Operation Manual file.

As Billy, your task is to keep the Queen occupied and away from Rebecca so Rebecca can open the roof. She'll start



with the first latch handle, then, as indicated by cut-scenes, run from one handle to the next until her job's done. Should Rebecca get injured during this scrap, you can switch to her item list in the inventory screen to heal her, or trade items to her list from Billy's if you get close enough. To distract the Queen, equip the Magnum and fire at will, doing everything you can to keep the Queen focused on Billy and away from Rebecca. As a general rule, if you really want Queenie to focus on Billy, shoot her in the face, then run away. She'll shrug off attacks to her side or tail, but a bullet to the head will get anyone's attention.

Once you've killed the Queen Leech, and Rebecca manages to throw the final switch and open the roof, it's game over. Congratulations! You've finished *Resident Evil Zero*! Now, the ULC is reeling, and a few more grenades and shotgun blasts will do.

Upon his second, and presumably final, death, Marcus will drop a pair of shaft keys, much like a piñata does candy. Look around the incinerator room, you'll find a box of Magnum rounds in an isolated corner.

Have each character grab a shaft key, and use one key on either console at the same time.

RESIDENT EVIL 0 SECRETS

Unlock new costumes

Complete the game on the Normal or Hard difficulty settings. Claire will now have the closet key in her inventory when you start a new game. Billy will get a suit and Rebecca will get a leather outfit or a cowgirl uniform.

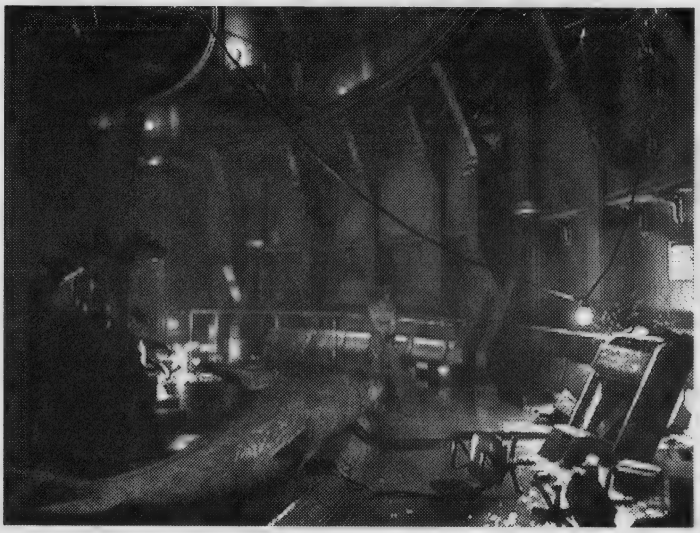
Leech Hunter mini-game
Beat the game on any difficulty setting to unlock this mini-game.

Save time glitch
If you open your Gamecube while playing, the time will stop until the Gamecube is closed, meaning that you can get an amazing time.

Leech Hunter rewards
100 leeches: All weapons have inifinite ammo.
90-99: The Magnum in room 202 of the train.
60-89: Hunting gun has infinite ammo.
30-59: Equipped handguns have infinite ammo.
1-29: Rebecca has sub-machinegun bullets added to her inventory.

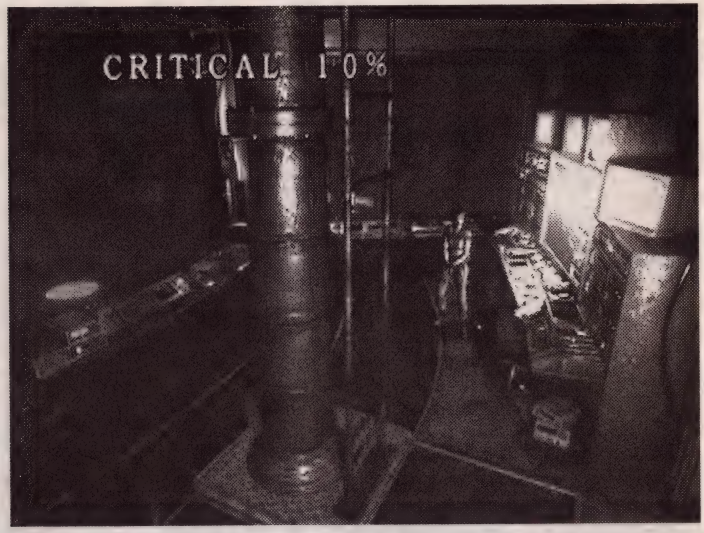
Ending bonuses
There are bonuses given away at the end of the game depending on your game ranking (how quickly you complete the game). The higher the ranking, the better the bonus.

D:(9:01 or more) Leech Hunter and closet key
C:(7:01 - 9:00) Leech Hunter and closet key
B:(5:01 - 7:00) Leech Hunter and closet key
A:(3:31 - 5:00) Submachine gun, Leech Hunter, closet key
S:(3:30 or less) Rocket launcher, submachine gun, Leech Hunter, closet key



Resident Evil
The Guide
And you thought *Resident Evil 4* was hard...

This is the toughest *Resi* we've played. We've seen grown men weep trying to complete this, so, to spare some of the tears and anguish, we'll tell you how to beat the hardest moments.



THE DOG WHISTLE

The Dog Whistle can be found in the first floor study above the East Stairs storage room. You use it on the outside balcony once you've used the Sword Key on the Dining Room Balcony. Once outside, equip the shotgun stand in front of the stained glass and face away from the direction you've come from. Use the Whistle and two dogs will appear. Kill both and get the ornate dog collar. Inspect it to get the buckle. Inspect that to get an Imitation key. This can then be used to replace the key in the Knights hallway so you don't get turned into mince meat.

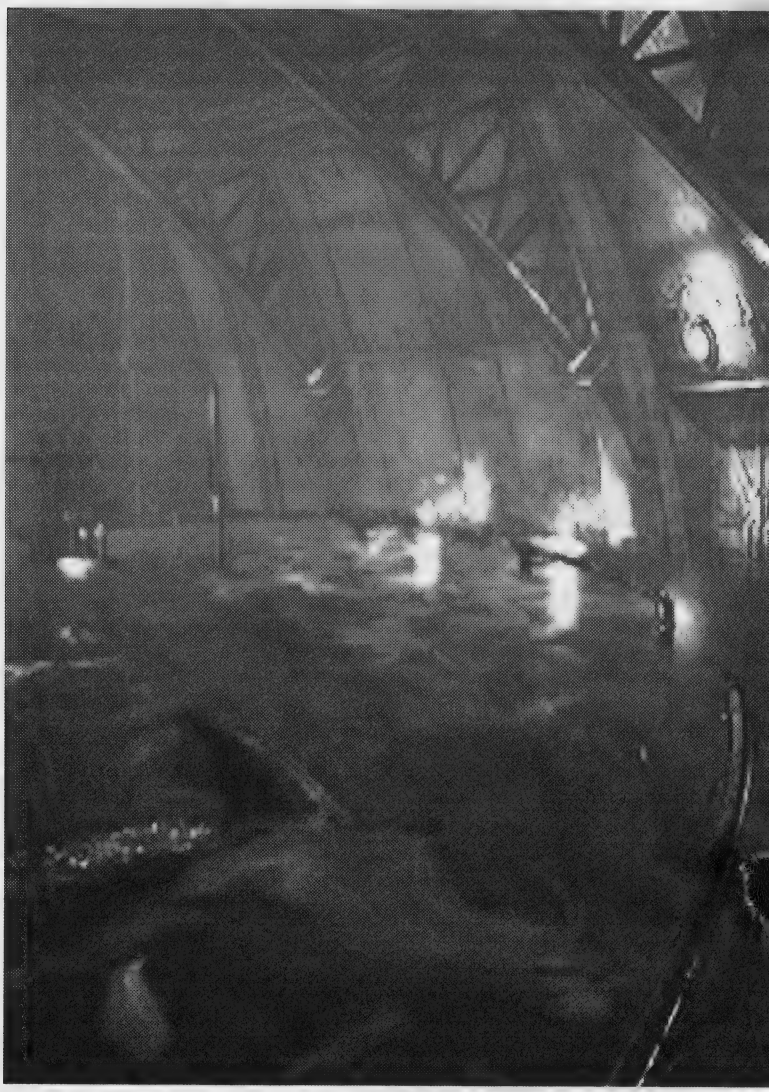
THE FOUR DEATH MASKS

Mask Without Eyes

This can be found in the Basement Nursery. Use the Herbicide to kill the demon plant. Place it in the water supply and pump it through the red pipes.

Mask Without Mouth

Solve the portrait puzzle. Use the switches to turn a Valiant orange, a Sage purple and a Saint green. Keep the others off. Then hit the switch underneath the Lisa portrait.

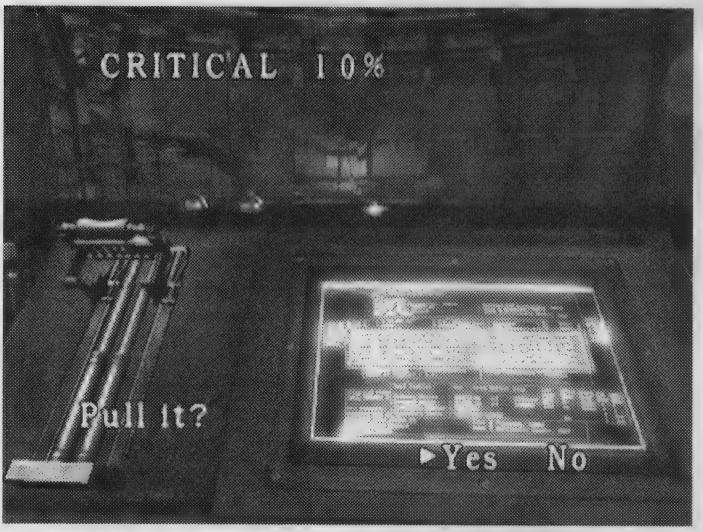


Mask Without Anything
Solve the Knight puzzle found along the East first floor corridor. Move the statues in this order – far right, near left, near right. Then hit the switch on the middle table.

Mask Without Nose
Defeat Yawn the Snake or grab the mask from the far end of the room and peg it. It's not necessary to shoot the snake as you're gonna meet him later on anyway.

THE MAGNUM

First you have to get the Wind Crest which is found in the Specimen room at the top of the East Stairs (the one Barry is lurking in). Get the Fishhook from the far wall and combine it with the Lure of the Bee found by the bookshelves. Swap this with the Bee Specimen found in the box by the door and place the Bee where you found the Lure.



SPIDER ROOM

This is found behind the double doors in the first Residence hall way. All you'll need is your lighter to light three candles and then make a note of the silhouettes created. Enter, turn right, light the red lamp in the far corner. The green lamp is in the downstairs bar section and the orange one can be found by the upstairs pool table section.

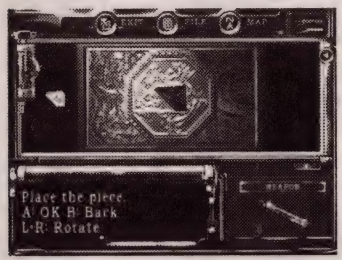
SHARK TANK PUZZLE

This is behind the double doors in the first Residence hall way. You'll need your lighter to light three candles and then make a note of the silhouettes created. Enter, turn right, light the red lamp in the far corner. The green lamp is in the downstairs bar section and the orange one can be found by the upstairs pool table section.

J-VOLT PUZZLE

J-Volt is a chemical that can kill Plant 42. To create this we have to access the store room in the Residential Gallery. All the clues were given in the Spider Room, but if you're lazy all you need to enter is red - 3, orange - 5 and green - 6.

Once inside, collect four empty bottles and check the values and



equations on the walls. Fill one bottle with water, fill another with UMB No.3. Combine to get NP-004. Next collect Yellow-6 and combine it with the NP-004 to get UMB No. 10. Collect some water in an empty bottle and combine with Yellow-6 to get UMB No. 7.

Now combine UMB No.7 and UMB No. 10 to get VP-017. Then finally add some UMB No. 3 to the VP-017 to get the J-Volt. You need to apply this to Plant 42's roots which can be found in the room next to the Aqua Ring Control Room. Once you've got rid of the wriggly things you can roam freely.

Here are a few non-puzzle related tips to help you past those gristly sections in the game.

CRATE

In the hall outside the Residential Save Room use the crate to cover the holes in the floor to prevent Plant 42's branches attacking everytime you walk past. Push the crate over the crack next to the pile of boxes and then clamber over the whole pile to reach the door.

KILLER BEES

To defeat the bees in the Residential Gallery, quickly run, in take the first left and retrieve the insecticide from the

dead corpse. Leave the room and head to the end of the corridor and use the the spray in the hole in the wall behind the Residential map.

BOULDER SECTIONS

There are two boulders in the Mine section to avoid. The first one requires a straight run and the veer left to activate the cutscene. The second one falls as you use the hexagonal crank three times. Instead of running back just run forward and left.

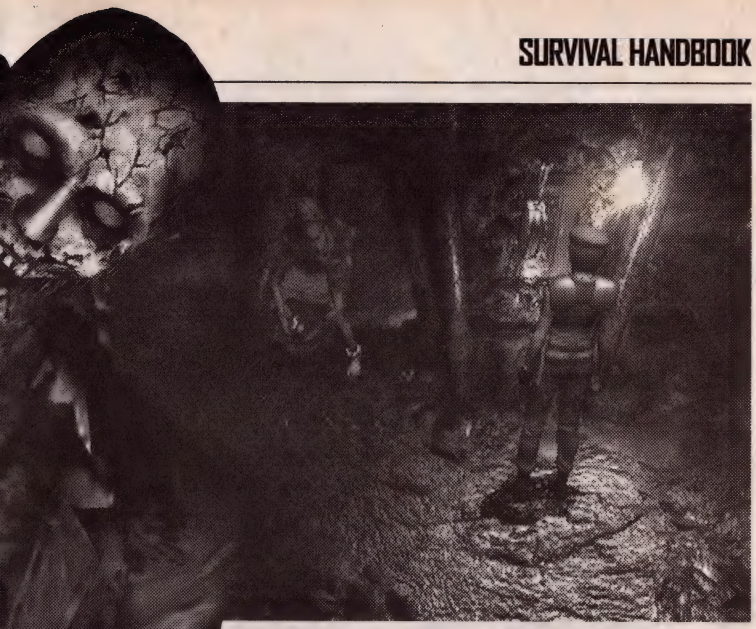
FUEL SUPPLY AND WALKING

Near the end you will have to refill the fuel capsule that you find in the Boiler Room in the Chem Research Lab (opposite the x-ray room). Once it's full DO NOT RUN AS IT WILL EXPLODE. It pays to clear your path of baddies before you make the return trip so you take your time.

JIGSAW PUZZLE

To get the Emblem Key you need to enter the Wardrobe Room which can be found on the ground floor of the mansion where you'll find a jewellery box. To open it we have to solve the jigsaw puzzle.

1) It's simple. Just arrange the pieces so they form an octagon.
2) Next fill the top of the octagon with the piece



with the two straight edges. Make sure they fit tightly.

3) The largest piece fills the bottom right of the octagon leaving two familiar looking gaps.

4) You should be left with two smaller pieces. Swivel them round till they squeeze into the gaps.

5) Make sure all the pieces are placed in neatly.

6) Inspect the trinket and the emblem key will appear.

SURVIVE THE HORROR

Dogs

Too quick for the Beretta so use the shotgun. Often sleeping, so try to catch them off guard, but if they attack try to hit them before they leap and finish them off quickly on the ground. If you're stuck with the Beretta wait till they leap at your face then shoot and repeat.

Crimson heads

If you kill a zombies and don't dispose of the body, they'll return as these super zombies that are very quick and slash at your face. The shotgun headshot is most effective disposal but the best tactic is to avoid creating them in the first place. Use headshots on normal zombies, incendiary shells that burn the corpses or use the petrol hip flask and lighter to dispose of the

bodies - burn several in one pop by dropping the zombies in the same spot and piling the bodies.

Hunters
Very dangerous as they can deliver one hit kills. They like to leap from distance so get your first shot in early then position yourself to get another hit just as they rise. Again the shotgun is great but Acid rounds are the most effective.

Chimeras
Nasty looking buggers but not as dangerous as hunters. Beware the attacks from the ceiling but as long as you keep moving they're not a big problem. Only the one guarding the power supply needs taking out and the grenade launcher or shotgun will suffice.

Sharks
There's no point in getting drawn into a battle with these as you're on their turf (or water) and

their mother can eat you whole. Just keep moving as soon as you enter the Aqua Ring. One Beretta shot will take care of them once the tank is drained.

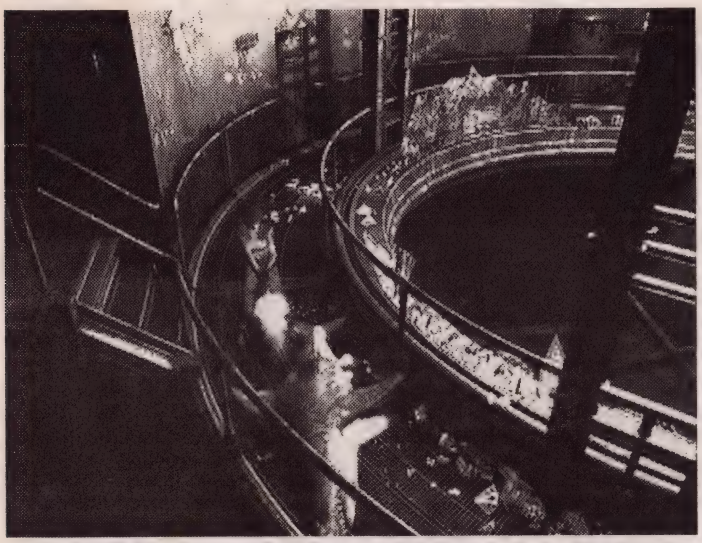
Spiders
Gruesome but only dangerous if you get close enough to be hit by their poisonous spray. Easy to avoid and can be taken out with the Beretta from distance.

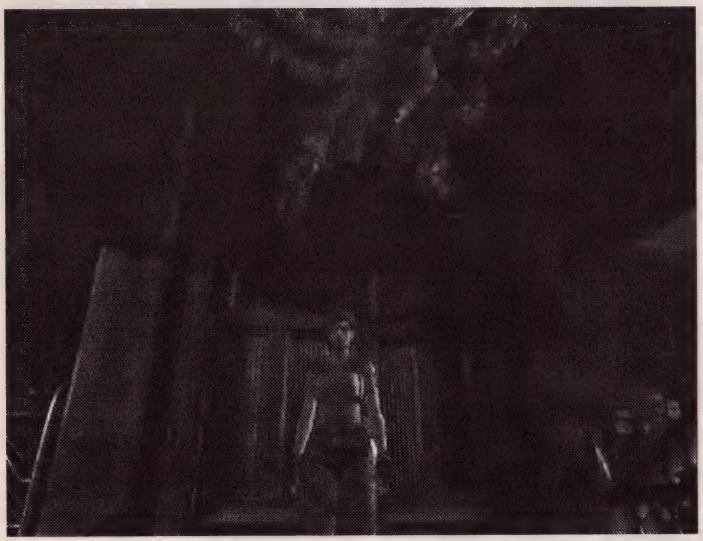
Crows, Bees, Adders
Too small to bother using up any ammo on. The only time the crows will bother is in the graveyard, the bees can killed by tackling the nest and the snakes are best dodged. Just keep moving... quickly.

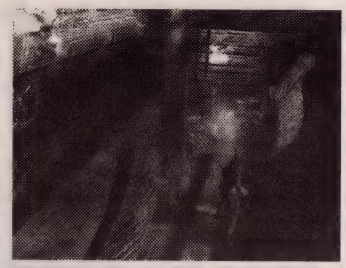
Zombies
As they soak up so much ammo use the pistol, but the shotgun is great for headshots. Just let the zombie get in groping range, aim up and fire. Because of the risk of turning them into Crimson Heads it's often best to try and dodge zombies - fake to go one way and the swerve the other. But if this isn't possible pop a few caps into the chest or legs to slow them up and sneak past.

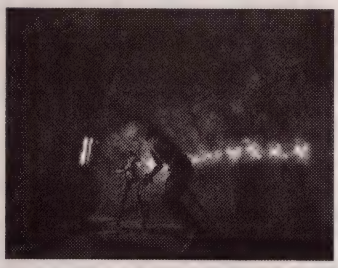
BROWN CRATE AND FLAMETROWER BIT

In the mine, after you leave Barry with the lift, you'll enter a circular tunnel complex. Here you'll meet Lisa. Avoid her and travel through the tunnel to the cargo room. Collect the supplies on top of the crates, then push the brown crate onto the Suspended Lift. Return to Barry. Cross the bridge and go down the ladder to find the brown crate.









Shove this into the Garbage Compactor, crush it and collect he broken flame thrower. Take this to where Lisa is and have her follow you till you reach a metal lever in the wall in the right hand branch of the tunnel. Pull it and peg it to the locked door and place the flamethrower on the metal hooks. Enter through the door!

X-RAY PUZZLE

In the Laboratory you'll have to solve the X-ray puzzle to get the security password. You'll find the room off the right-hand corridor in the Lab basement. Read the researcher's letter to learn the screen name and password which will be JOHN, ADA. Collect the first X-ray which will be Clark's and another belonging to Gail. Place the Clark X-ray in the left hand space of the row of X-rays and Gail's in the right. Then hit the switch on the far side of the wall. Four body parts will glow red, the initials of which will make up the password. Use the human organ diagram to recognise the parts, which should give you the password CELL. Use this on the computer in the Research Lab.

BOSSES

Snake

You'll face Yawn twice, each time it's a case of moving swiftly and aiming at the head. One method is to sneak into the coil of the snake and then shoot the head from behind. Use the shotgun or the grenade launcher.

Crimson Head

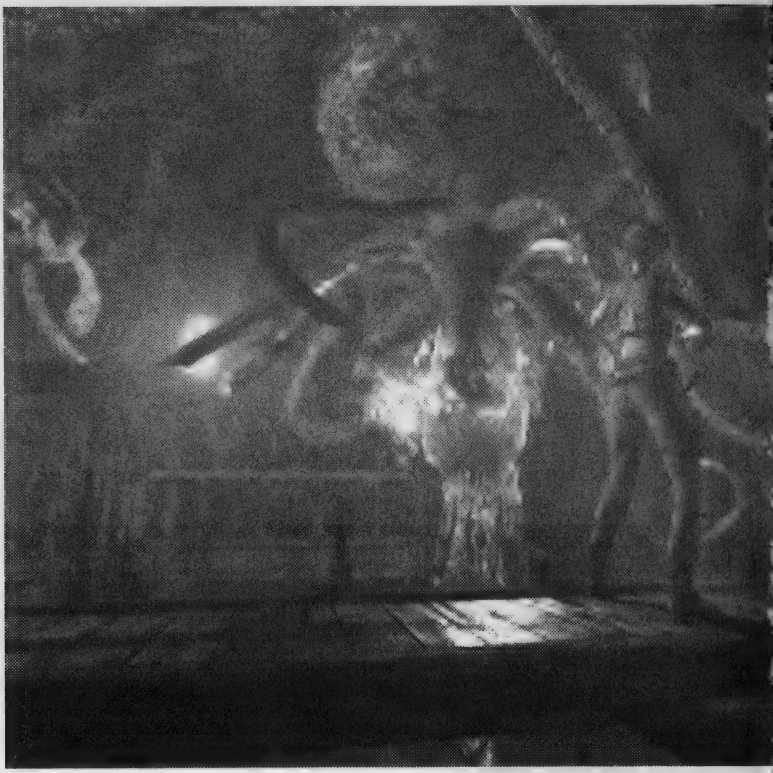
This fella appears from the coffin once all the death masks are in place. Use Incendiary grenades and be prepared early as he's quick.

Neptune

Easy. After you've drained the tank the mother shark will start flapping about once you've mounted the metal platform. Simply push the green generator into the water and switch the power on.

Lisa Trevor

The lumpy one is very strong but very slow so the first two times you face her, just run away. When you have to face her in Tomb, let Barry have his gun back and use your Magnum to pin her back till she falls off the edge then rush over stand above her as she clings on and shoot down. Or keep her at bay while you push all four stones off the side. Lisa will then leave.



Plant 42
The best way is to use the J-Volt, but if you're in a hurry barrel up the stairs in the walkway, arm the shotgun, blast away and keep moving. You can use the grenade launcher but it's trickier to aim.

Spider
Acid shells are the best for the Black Tiger. Get as many rounds off as possible as it first approaches then spins round the back to continue attacking and avoiding the poison spray.

Tyrant
The Tyrant battle in the lab is fairly easy. Run in a circle around the tubes to keep your distance, then use the C-Stick to swivel round to fire and swivel back to continue running.

RESIDENT EVIL SECRETS

Alternative costumes
Complete the game on any difficulty setting and you'll be given the closet key, which gives you access to a room where you can change your characters' costumes. There are various costumes for each difficulty setting you complete.

Jill's Sarah Connor costume
As Jill, complete the game once on any difficulty setting.

Jill's Resident Evil 3 costume
As Jill, complete the game twice on any difficulty setting.

Chris' The Mexican costume
As Chris, complete the game once on any difficulty setting to unlock his costume from the film 'The Mexican'. Jill will also get a costume from the film.

Chris' Code: Veronica costume
As Chris, complete the game twice on any difficulty setting.

Invisible Enemy Mode
Complete Real Survival mode.

New costume for Jill, difficulty select and new title screen
As Jill, complete the game on any difficulty setting. You will be able to set the difficulty level, you will have a different background for the menu screen and you'll get the closet key.

One Dangerous Zombie Mode
Complete the game once with both Chris and Jill. When you do, you will unlock the One Dangerous Zombie mode. This means that a zombie will follow you for the first part of the game. If you kill this zombie, it's game over, so you have to keep avoiding it.

Rocket Launcher
To unlock the rocket launcher, complete the game in under three hours on either the Normal or Hard difficulty setting.

Samurai Edge
As either Chris or Jill, complete the game in less than five hours on the Normal difficulty setting. You will then get the Samurai Edge gun for the next game.

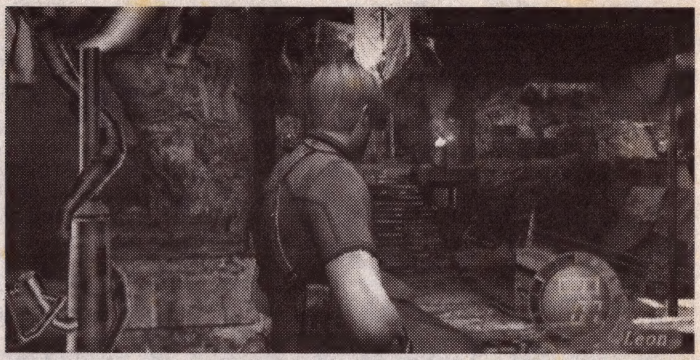
Unlock Real Survival Mode
Complete the game in under five hours on either the Normal or Hard difficulty settings.

Easter Eggs
Complete Invisible mode in five hours to view a message from the director and a slide show of unused costume designs.

Alternative Ending
There's a lot that factors into opening the alternative endings. There are quite a few. Here's how to make them all happen:

As Jill
Ending 1: Give Barry the gun, don't let him die, rescue Chris
Ending 2: Give Barry the gun, don't let him die, let Chris die.
Ending 3: Give Barry the gun, let him die at the heliport, don't let Chris die.
Ending 4: Don't give Barry the gun, rescue Chris.
Ending 5: Don't give Barry the gun, don't rescue Chris.

As Chris
Ending 6: Rescue Rebecca, don't let her die, rescue Jill.
Ending 7: Let Rebecca die and rescue Jill.
Ending 8: Rescue Rebecca and Jill, but let Rebecca die at the Heliport.
Ending 9: Let Rebecca die, rescue Jill.
Ending 10: Let both Jill and Rebecca die at the Heliport.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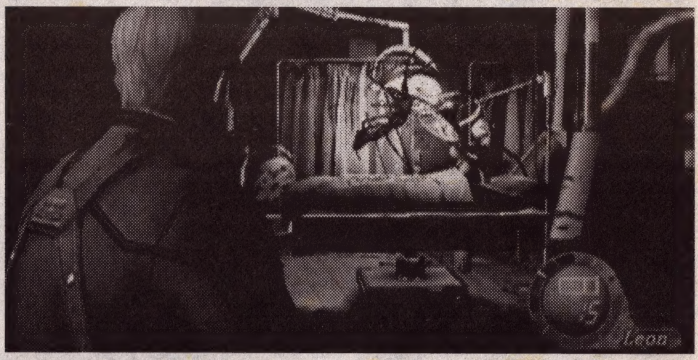
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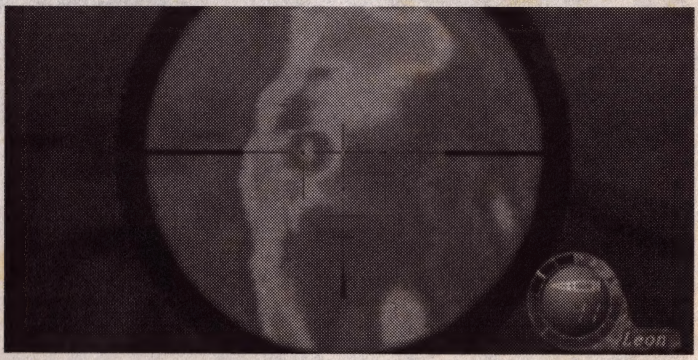
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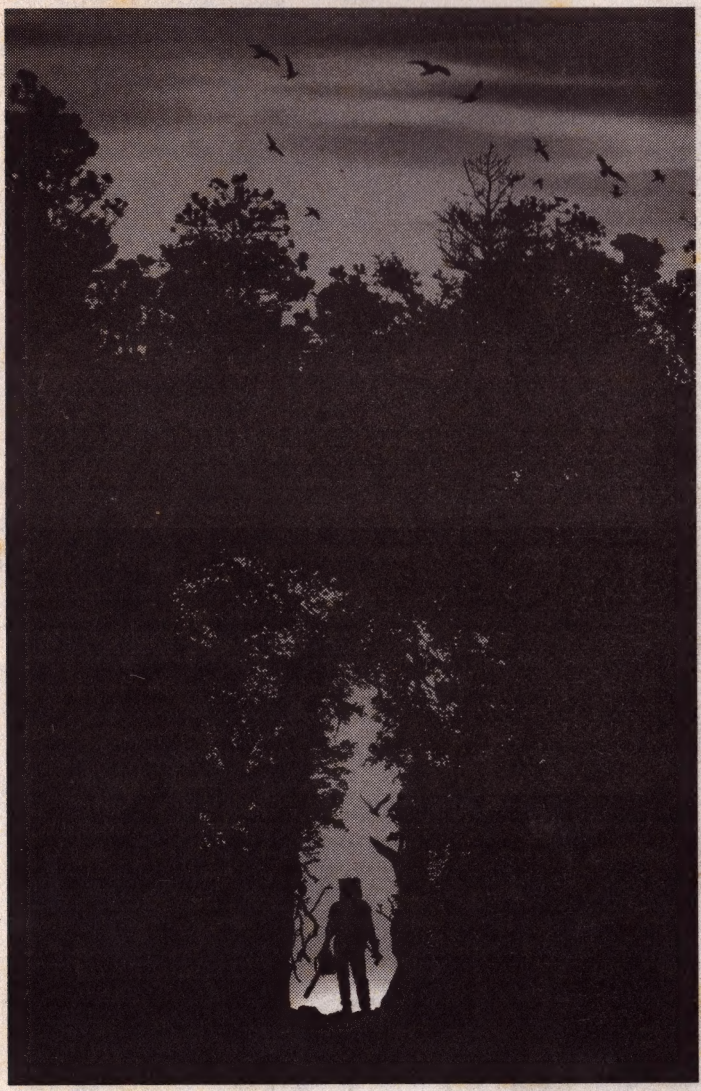

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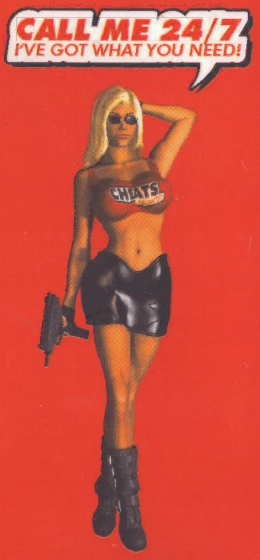

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